
Carrotting Brain Download] [portable]



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About This Game

Carrotting Brain is a bunny-propelled indie game. It is inspired by the old-school 2D classics – their addictive gameplay, uncompromising brutality, and ludicrous humour. It is designed to be played together with your friends on a big screen. The gameplay is powered by modern technologies and original ideas. A thrilling experience is delivered by realistic physics, cool game modes, and a wide range of deadly weapons.

Key Features

- You play with innocent bunnies, but give them a weapon, and they will turn into evil creatures.
- Explosions destroy the terrain (a resemblance to a popular worm-focused game is apparent). However, the technology behind the destruction is truly nontrivial.
- Physics is so realistic that it can easily kill your rabbit.
- There are destructible planets with gravity – waiting to be bunnihilated.
- The arsenal of weapons gives you a wide variety of ways to devastate your enemy using blunts, blades, pistols, SMGs, shotguns, rifles, machine guns, sniper rifles, grenades, rockets, and the gravity gun.
- Firearms have pretty realistic ballistics.

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- The split-screen multiplayer supports up to 6 players. Use a controller or a keyboard to play with your rabbit.
 - The game is continuously updated and expanded. The complete list of planned/finished features can be found on our [website](#).

The World of Rabbits

In a world dominated by rabbits, carrots have always been the most valued treasure. These vegetables are more desirable than gold because they are tasty. But for rabbits, they are even addictive and worth killing for. The more they gobble, the more they corrupt. The overdose of carrots is the reason their little brains are rotting... *carrotting*! It is a story about the terrible disease that turns cute and innocent bunnies into ruthlessly evil creatures. Their violence is second to none. They are clumsy but still capable of sophisticated weapons and science in a battle against their rivals. Their rampageous greed pushes them to raid space and bunnihilate planets just to hunt down more and more carrots. Their reason is malfunctioning, but they are still able to accomplish the venture. It's truly ridiculous.

Become a bunny, become the destroyer of worlds in the chase for carrots!

Title: Carrotting Brain
Genre: Action, Indie, Early Access
Developer:
Raving Bots
Publisher:
Raving Bots
Release Date: 23 Oct, 2015

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English







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Terrible gameplay, 0V10. Got this game on sale for \$0.49 and beat it in 38 minutes. It's good, simple fun, but definitely on the short side. There are some weird fluctuations in level difficulty, but it was almost refreshing in an age of games with painstakingly balanced difficulty curves. Kind of got the feeling the dev just made a new level whenever inspiration struck, whether it was an interesting challenge or just a unique shape, and I don't see that as a bad thing. I find it charming.

Easy achievements may be a plus; simply completing the game netted me 100% completion.

Would recommend, but if \$2 for potentially under an hour of gameplay seems steep to you, maybe wait for a sale.. Use with caution, I used it fine up until I had to do a clean reset for my PC. Running it messed up with my USB drivers bad. I suspect it identified drivers wrongly, I'm not sure but be careful. Alas, our beloved WWII FPS genre has fallen into obscurity after it was abandoned by AAA companies, such as EA and Activision. Of course we had Wolfenstein: The New Order but it was far from conveying the beauty of flying corpses disintegrated by mortar shells or thousands of young lives butchered by a single MG42 (it was a pretty solid FPS though, I definitely recommend it). Since then smaller companies are trying to fill the WWII FPS niche, some of them are pretty good (Red Orchestra 2), some of them are very promising (Day of Infamy), some of them are meh (Sniper Elite 2) and some of them are outright terrible (Uprising 44).

I have played one of the good ones, the Red Orchestra 2/Rising Storm for 200 hours. While I had and still having great fun in them the core offerings of those two has gotten a little bit stale. I gave a break to come back to it later and the Steam page welcomed me with a great surprise. A new mod, one mod to bring them and in darkness bind them has appeared out of nowhere. I followed many mod projects for RO2, many of them failed and stopped or lost in development but this lovely mod has gotten itself out of the development hell for modders. I did not go into this with high expectations because it was just a community work but I was surprised as ♥♥♥♥. It surpassed any high expectations I could have. When it comes to modding I expect bugs (lots of them), glitching graphics etc. But my experience so far in this hasn't shown any of them. Apart from technicalities I almost cried with joy when I saw how the iconic map Carentan was made with absolute perfection (they should think about adding a front entrance to objective B though). All of the maps were beautiful and more or less balanced. Difficulties of some tough maps (such as Omaha Beach and Carentan) can be overcome through decent teamplay and I believe that's what the devs of this aimed for: more communication among the teams. Also the inclusion of new guns and classes are lovely. The rest is the classic RO2 formula and it was executed flawlessly.

I have some hopes for the future though, first of all some more maps even though it has around 15 maps if I'm not mistaken. Secondly, there should be more populated servers apart from one in Europe and one in US and finally, some textures look they have less resolution than the usual RO2 but I'm not sure about this. In the end I surely recommend you to give this a go if you enjoyed RO2/RS and I hope Tripwire will acquire these guys like they did with the devs of Rising Storm, polish this a little bit

more and release it as a full expansion.

Very much thanks to the Kernow Interactive for making this work of passion and again I recommend you all to try this out, even buy RO2/RS to enjoy this.. It's alright.

The art is quite beautiful to look at and the sound design is well made (although it's recycled through the whole game). The story is decent, the characters are somewhat interesting and your decisions sometimes matter. There are a few endings in the game, although I found them quite dissapointing and rushed. When creating a new game, you can choose between three difficulties, the hardest of which is called "The mercenary". Although it promises "unbalanced and punishing challenge", it's nothing more than a breeze. The map is very small, the UI is, quite frankly, one of the ugliest UIs I've seen, the combat mechanics and the skill system are absolute garbage. The scavenging and hunting mechanics are unrewarding and get repetitive fairly quickly. There is no way to aquire the best gear through scavenging, you can only get it by revisiting vendors, which is quite lame in my opinion. You cannot sell or drop your items in bulk and the inventory only holds 150 items with no way to incease it.

All in all, it's a decent little game. If you can get past all the technical issues, you might find the story and the art in the game worthwhile. I would suggest you buy the game on sale, would not recommend it at full price.. Pros: same level of silly details to dig for as in previous Xgen games (stick RPG 2 was incredible lets be honest).

Cons: I've never played a game too new for hints or walkthroughs to be a thing when you get REALLY stuck. Also why must your character walk so slow? The design is pretty but not THAT pretty.. The game is very good but only problem is that it starts lagging even on good pc.

This review was done in early access when the game is more updated i bet it will be better

I say No i would do yes but theres so much missing and i already came across multiple bugs:

Bug A:It wont let me select the mode (and when it did it crashed)

Bug B:In the menu with reset lobby and toolbar none of the buttons work

Bug C:Crashes alot (I have a good computer)

And its missing:

So if your small you cant reach them if they fly to the roof so add like a pull

Missing a way to export the music

Sounds (it doesnt have many). I get the whole old school vibe of the game, it just isn't for me.. Nobody is playing. Wish the devs were more involved.. Probably the best afk I have played. 11V10. This is a game for a very specific type of person. If you're a person who who loves an extremely deep, stat-heavy game and could care less about graphics, then you will LOVE this game. The developer threw everything but the kitchen sink into this game, but the graphics are very basic. You can land on a planet and gather resources or life-forms, engage in fleet battles, chart wormholes, answer distress signals, board other ships, repair those ships and get new crew, capture ships, trade, engage in diplomacy, upgrade your ships, buy new ships and weapons, gather research, send probes into anomalies, attack starbases and outposts, unlock artifacts and special abilities. The list of things to do goes on, and on, and on! The tutorial is long but only because the game is so complex, expansive, with such a steep learning curve. I can tell right now I could sink 200 hours gameplay into this before unlocking the highest level races and artifacts.

UI is well-designed and all aspects of the game involve deep strategic gameplay, except for the minigames (revolving around resource gathering), which range from simple strategy to twitch gameplay. The minigames stand in stark contrast to the rest of the game, but I suppose they're a nice diversion from the otherwise cerebral, armchair commander gameplay.

Very, very well-done game, but it's only for a niche crowd. Think Starflight (from the 1980s) but with much deeper gameplay, lots of stats and number crunching, and a fleet of 3-10 ships instead of just one. Highly recommended!. This has all the smoothness of a bad flash game, The art style is ok, but it doesn't fit, the background and enemies don't belong together so it seems like it was some sort of asset pack hastily cobbled together in one day.. Classico! D+!. Planet Nomads is finally out of Beta! I have 156 hrs of playtime and highly recommend this game to anyone that is into survival builders. The climate, fauna, and wildlife can kill. Craftable ground, water and air transport makes exploration and resource gathering much more rewarding. Gather your food, or hunt it. Gather your water and mine your ores, increase yer skills and discover new technologies,but watch yer six!

Addendum; The flight physics are still glitchy and your craft will be prone to flipping. Also, I have made mods to an aircraft in an effort to achieve a speed above 72 KPH. The addition of more airblades while keeping weight down had no positive effect on top speed. After returning the craft to it's original configuration, it would only go 52 KPH instead of the original 72 KPH, and developed an annoying side to side twitching.. Awful, broken, stupid.

Bought it on sale while I was in a retro mood, some of my games I bought literally won't work without getting into the folders and tweaking things, this is worse then those games.

What a♥♥♥♥♥♥away of one of the greatest old games.

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