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About This Game

In Fatty Rabbit Hole, you're a rabbit falling down a hole, eating as much junk food as possible. Chowing down on disgusting healthy food, like vegetables, turns your stomach - and if you puke, you'll lose progress toward completing the round - so try not to blow chunks!

Features

- **2 game modes** - Endless mode, where rounds are chosen at random and the game lasts until you wipe out, and Limited mode, a more level playing field with a pre-determined order in which to play each round.
- **12 unique rounds** - A variety of levels containing an assortment of obstacles and enemies make each game feel different from the last, and offers a unique challenge every time you play.
- **3 boss rounds** - As you venture further down the rabbit hole, you'll encounter boss rounds which present special trials with multiple levels of complexity.
- **4 bonus rounds** - Played mid-level, each bonus round offers the chance to pick up massive amounts of bonus points.
- **12 seasonal games** - Every month, a special seasonal game is available to play. Each comes with unique challenges, and only Fatty Rabbit Hole experts will survive the longest!
- **Full controller and touch support** - Play how you like with full support for Xbox controllers (or similar) and touch

screens.

- **Fully hand drawn art** - Every image in Fatty Rabbit Hole was hand-drawn and digitally painted to ensure a high quality, fun cartoon look.
- **Legendary cartoon sound** - A classical score and sound effects lifted from traditional cartoons makes the game feel like a cartoon come to life.
- **Your platform, your language** - Fatty Rabbit Hole is available on PC for Windows, macOS, and Ubuntu, and includes language options for English, Spanish, German, and French.
- **Inspired by comedy genius** - Fatty Rabbit Hole was inspired by the comedic work of Matt Donnelly and Paul Mattingly, who produce the podcast [Matt & Mattingly's Ice Cream Social](#). Fatty Rabbit Hole should be fun regardless if you listen or not, but if you're a Scoop, you'll find plenty of familiar characters and references to past episodes.

Title: Fatty Rabbit Hole
Genre: Action, Casual, Indie
Developer:
Martin Crownover
Publisher:
Massive Catapult Creative, Inc.
Release Date: 21 Aug, 2017

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English,French,German







The content may only be fully appreciated by scoops who know all the inside jokes of Matt and Mattingly's Ice Cream Social podcast, but this is a honestly fun and challenging game. You'll be playing over and over to experience ALL the various levels and the unique challenges they bring as you try to top the leaderboard. The game can get difficult and I recommend playing this game with your keyboard or a Steam controller because trying to play using the mouse is a challenge in it's own right. Make sure to read the instructions up front because it took me a few rounds before I realized that the soda is actually an organic soda and falls under the healthy food category. Quite fun and makes a great party game to challenge friends with. You should definitely give ICS a listen and become a scoop yourself: <http://www.heyscoops.com> or wherever you get your podcasts from.. [Bought this game wondering whether or not The Sweat House was open...](#)

[turns out, it IS open. Matter of fact, it's ALWAYS open.](#)

[Check your local papers for openings. Check your openings for local papers.](#)

[Come hungry. leave \u2665\u2665\u2665\u2665ed.](#)

[#LongLiveTheIceCreamSocial. Mainly bought to support the Ice Cream Social, the game is fun, but a bit unfair. Really needs a grace period after getting damaged or exiting a mini game. You lose control and get spun when hit, and this can push you right into another obstacle, causing you to get hit again with no chance to avoid it. Similarly, when you exit a minigame round, the obstacles suddenly appear, and can appear in or just before impacting you, also causing you to take damage with no way to avoid. If both of these issues are addressed, it could be a real fun but simple game.. Highly polished rabbit down a hole game. This is probably very funny for "Scoops".](#)

[I found the difficulty somewhat frustrating and I couldn't see myself pouring a ton of time into getting better.](#)

[Would love to have checkpoints or something.](#)

[Pretty good though, pretty good.](#)

<https://youtu.be/vqYzmE2FuVtI>. This is the perfect game for any Scoop wanting to indulge in more Scoopy Goodness. chock full of references and easy to learn gameplay and randomised bosses that can be quite challenging make for a great all round experience. Even if you're not a scoop or are simply unaware of the references you'll still get a kick out of this game.

Patch notes - 1.7.1:

We hope everyone is enjoying the game! A new version of Fatty Rabbit Hole is out now (1.7.1) which includes the following updates/improvements:

- Added higher resolution spinner wheel artwork
- Added 4:3 aspect screen resolution options
- Added falling sound to rabbit to signal a successful round end
- Added sound cues to bonus point streaks starting and stopping
- Added extra effect to health bar/heart to better signal getting hurt
- Improved confetti particles
- Cleaned up and improved animation of title screen rabbit
- Cleaned up, improved, and added additional animations to end-round rabbit
- Slowed down and added additional animations to tutorial rabbit
- Added ability to take screenshots via Steam
- Unified versions across platforms

Please let us know if you encounter any issues. Thanks for playing!. **New Year's Feast is almost over!**:

Today is the last day in 2019 to play the special game mode New Year's Feast - and claim your spot on the global leaderboard!

Can anyone claim the top spot from [Marty](#) (Fatty Rabbit Hole's creator) with a score [higher than 13.770](#)?

Show us what you got! 🎮🎮🎮🎮🎮

Patch notes - 1.7.74:

Hello again everyone! We've got another small round of fixes/improvements - this time mostly focusing on the touch controls. The primary change is that the touch controller will now follow your movements around if you push beyond the maximum range, which should help the controls feel a little more natural.

Here's the full changelog:

- Made dynamic touch controls move if the player's touch moves outside the maximum movement area
- Fixed an issue that made the touch controller appear in the wrong location when set to lock mode and playing on a non-3:2 aspect display
- Fixed an issue on the title screen that would sometimes make the game play an annoying sound

Thanks for playing!. **May Day, May Day!**:



Fatty Rabbit Hole's seasonal event for May, "May Day, May Day!", is under way!

Celebrate by chowing down on cake and pie while avoiding avoiding an avalanche of rocks.

As always, this seasonal event is only available for a limited time, so get your name on the scoreboard now, before it's gone!.

Patch notes - 1.7.82:

We're happy to announce that Fatty Rabbit Hole is now available on Mac! Both versions are available in the same bundle, so if you've already bought the game, you're good to go - just install Steam on your Mac and play!

We've made many other changes as well, which you can read about in the notes below:

- Added two new resolution options for 16:10 aspect displays
- Made a small change to the way video resolution buttons work so they can't be pressed immediately after the screen changes sizes
- Improved performance on options screen and with settings pulldowns
- Fixed an error that caused highscores to not be uploaded/updated on the Steam leaderboard
- Adjusted the staggering of food that releases after each phase of the Jock vs Nerd boss round
- Adjusted the amount of food that drops after each phase of the Eye Am Legend boss round
- Small adjustment to timing of Eye Am Legend boss phase after food drops
- Added Home key to keys that take screenshots
- Updated the screenshot functionality to work better in fullscreen mode

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- Revised controls page in tutorial for when gamepads are supported and not
 - Updated splash screen on macOS to fit starting window size
 - Removed fullscreen option from macOS version because it didn't function properly (fullscreen is still available via the fullscreen button on the app's title bar)

Known issues:

- Screenshots taken in fullscreen on macOS are usually cropped weirdly

Thanks for playing!. **Patch notes - 1.7.75:**

We've made more improvements to the game, some based on suggestions we've gotten from people playing in our open beta on Android! Here's what's new:

- Improved performance on highscores screen when prompted to enter a name
- Disabled 3D backgrounds on mobile devices to improve performance
- Updated artwork on static hole background and decreased scaling on some backgrounds, so they'll appear a bit sharper
- Added the ability to change touch/controller settings from the pause menu
- Made touch control appear briefly when size/opacity are adjusted to help make those settings easier to tweak
- Changed text on confirm dialogs to be more clear about which option does what
- Removed splash screens on mobile versions

As always, thanks for playing, and please let us know if you encounter any issues or have a suggestion for us!. **Happy New Year!:**

Hey everyone, we hope you're having a fun (and maybe fatty) start to your 2019!

When you're done coming up with impossible resolutions and recovering from last night's hangover, you can ring in 2019 with New Year's Feast, a special holiday game available for a limited time, starting today, January 1st!

Each holiday game mode has its own online scoreboard, so we hope to see some fierce competition as you chow down!

As always, thanks for playing!

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