
Frog Hop Cheat

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About This Game

A Cute and Quirky classic adventure platforming game about a Frog named Hoppy searching for his frog friend Jumpy.

Swing and Launch yourself through levels with your tongue ability.

A Vast Array of gimmicks, enemies and obstacles, there's always something new you'll encounter in each level.

Unique and Challenging Boss Fights, each with their own attacks and weaknesses.

Collect Sparkly Gems and Spend them to buy charms that alter your play style, opening up possibilities for replay-ability and strategies to overcome levels.

Bouncy and Catchy tunes, each level has a unique song.

Dress Yourself Up with a wide range of cosmetics, have ducks follow you around or make goofy sounds when you hit the ground. It has hats.

For The Classic Hardcore Platforming Gamer, enjoyable for speed-runners as well!

Created in a little over 4 years by a single developer.

It has hats.

Title: Frog Hop
Genre: Action, Adventure, Indie
Developer:
Tiny Warrior Games
Publisher:
Tiny Warrior Games
Release Date: 23 Feb, 2017

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Minimum:

OS: Windows XP, Vista, 7 or 8, or 10

Processor: 1.2 GHz

Memory: 2 GB RAM

Graphics: 128MB

Storage: 200 MB available space

English

What a fantastic indie game this is! {psst.. imagine tons of sarcasm in this statement)

This game is nothing but a rushed indie asset mash-together that runs and plays like a sick brainless dog.. which ironically can also be found inside this game! WooHooo!

Watch my first impressions review right [HERE](#) to see it live:

<https://www.youtube.com/watch?v=p2W2PrJ90ns>

NOT Recommended. 9% was my score, highlighted by a 0 score in the most important part of my scoring. "value". All Evil Night is nothing but a Steal your cash Blight.. Gives its own spin on an old style of games. Personally i don't finde much fun in games like these but this game just does it right. Very Addicting.. Yeah, it's pretty much the best LEGO game... especially because the characters don't freakin' talk.. This one is bs. I played the whole game on hard and all the dlc. This is the last campaign and has a bizzare difficulty jump. I trudged through the entire campaign on har until last mission. The last mission Surgical Strike is impossible. I have been playing it over and over again for two days. I guess I wont be able to beat it. If anyone has beaten it without using the bug let me know. This just seems like bad design.. A pretty good visual novel with a compelling storyline and amazing artworks in which you seek revenge after your lover was killed. If you love the theme of espionage and revenge (in which not so many VNs themed on), you will like it.

Pros:

+++ Nice artwork, the CGs and character sprites are amazing
++ Compelling storyline that kept you reading, like how the story is unfolded layer by layer
++ Like how the story is connected through different routes
+ BGMs are memorable
+ Ciel best girl

Neutral:

≡ Both girls are specially designed with their own difficulties to carry on, but hearing more from them would be better
≡ Final route is extraordinary in terms of the story , but the romance... :(
≡ Fair price for a short visual novel

Cons:

-- Story is too short (Took me only under 2 hours to achieve the first ending)
-- (Final) Ending could be better (Feel like rushed)
- Few Choices (Not appealing to those who prefer a game)
- Mistakes found in sentences (should have proofread, some sentences are said by a clearly wrong person)

Overall: 7.5/10. I've been following the development of Tainted for a while (like 5 years) and this game has changed a lot. And it's changed in a good way. You are put in the role of a demon who tears people apart, doesn't give a about anything and decides to kill his boss.

The graphics are good, not AAA for sure, but it's pleasing to look at. Some of the levels are genuinely great looking (for instance the crypt with the priests).

The gameplay is the main thing here, and let me tell you, does this game deliver. You can blow guys up, tear them apart, slow down time to feel like in an action movie. It's genuinely satisfying to tear the hands off a dude and throw them into another dude's head. The boss fight with the crab spider dude is the highlight for me.

The music is so hardcore it makes you want to just rip all the guys to pieces. The voice acting is funny.

The enemies sometimes get stuck and some of the animations are a bit weird, but I haven't seen a game in early access with this much polished content in a long time.

11/10 would throw chickens at priests again. Cutest zombie with the coolest serpent!. I don't usually write reviews, but this time I felt that I want to write something. I have searched a lot in order to find intriguing and different games. This game is amazing!

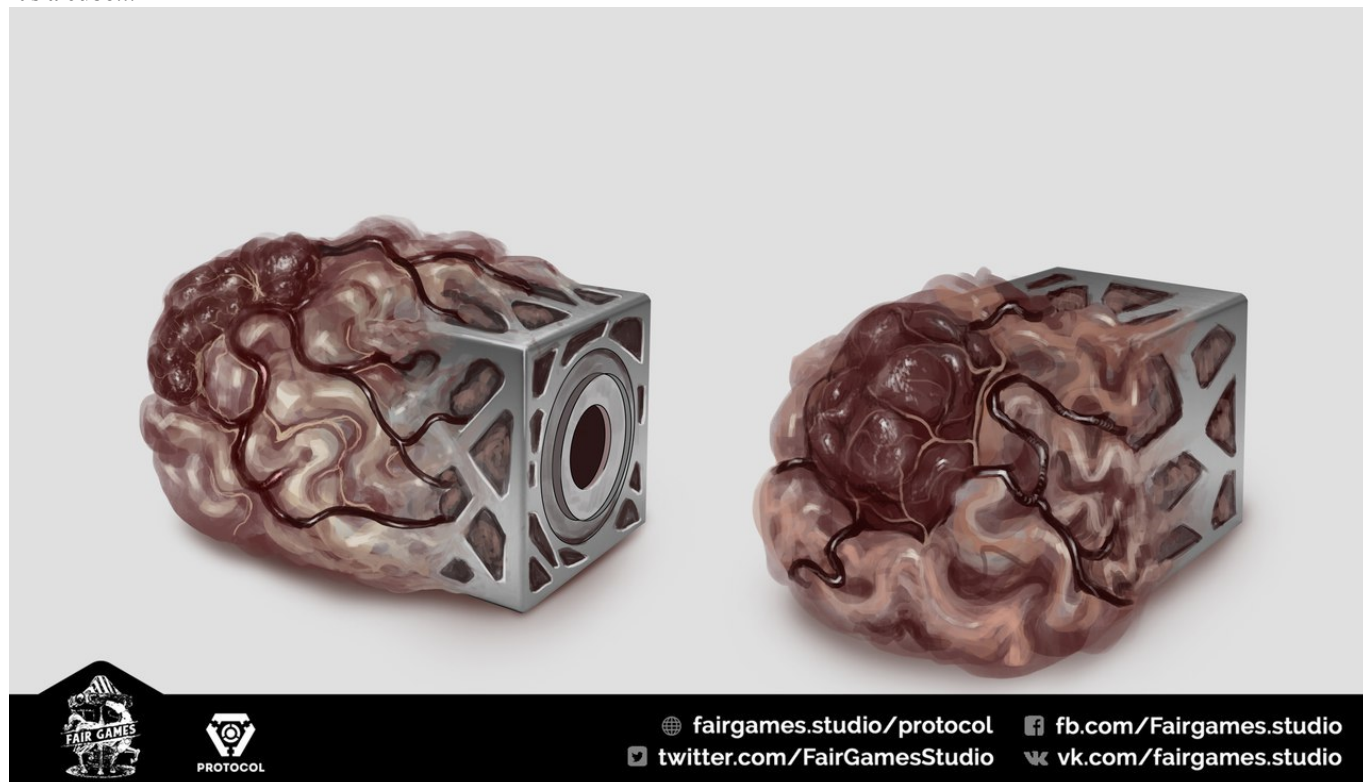
It is completely an "out of the box" game absolutely suitable for all ages and not only for children. I really love the concept. The graphics are gorgeous! The world of "minims" is unique, big enough and have potential for many more stories. I loved the characters, they are cute and I liked very much the 3rd chapter. It's my favorite! The music contributes very well, I liked it! Nice melodies and soundtracks and I noticed a kind of a very discreet humour at some points!

The main aspect is that the whole game is a beautiful experience!

It's a great slow-paste RTS! A lot of fun and there is a big amount of content ahead. It is not too hard to learn. Almost every third level there is a new mechanic. If you get through the campaign you can still play endless mode. The game is fun, but not very addicting. My favourite part is that you can upgrade your cell.. This Is My Favourite LEGO Game Out Of Them All. It's A Really Fun Game To Play In Your Spare Time. I Really Recommend It.. Exploring dungeons, killing goblins, necromancers etc. Lovely game :D.. this game may have a few glitches and bugs (I.E big rocket facing down going up) but it is a good game it was worth the 5 dollars tbh if you want a good game (w/ blood, gore, and violence) you should get this game it's low price makes it estatic at how well the game is!. fun game, starts out very easy and has progressed to near impossible, still not sure about whether upgrades to engine or tires is available. A couple of the tracks I find I just dont have enough acceleration to get over objects, and believe me, I have spent hours trying over and over to get past 1 point without success. I purchased the seasons pass which was to unlock and allow me to play 6 additional DLC packs, they show up in the game, but when I click them, it asks me to buy them again. I have sent an email to UBIsoft, waiting on their reply. I purchased the game through Steam, and the Season Pass with Steam, maybe thats why theres a glitch between Steam and Ubi..dunno, but Im into this for \$24 Canadian and no online play and got half of what I paid for.. The game lacks in all they are trying to sell you in the trailer, poor graphics and very hard to play. I do not recommend this game, there are other games out there which are much better and fun to play.. Really nice platformer with a great feel. Good transition in the puzzles (from easy to intermediate to hard). Played it first on iOS and the control was excelent (to my surprise).
. Good Achievement for steam profile

Concept-art:

It's a cube...



. Refunct Update 6 Soon:



Update 6 has been delayed due to rare AMD driver crashes. Here is a sneak-peak of the changelog:

- Added showing completion time in-world during outro after first completion
- Added showing pillar colors during outro after first completion
- Added resetting speedrun and color mode by holding crouch button in menu
- Added 180, 240, 288 and 300 frame rate caps
- Improved performance and framerate stability
- Improved walljump keeping upwards velocity if bigger than walljump upwards launch speed
- Improved night colors and visibility
- Improved gamepad rotation by adding a sensitivity curve
- Improved gamepad movement by increasing the outer deadzone range
- Improved keyboard and gamepad handling in menus
- Improved field of view handling during outro scene
- Improved colorized pillar color scheme
- Improved random color algorithm to not allow same color twice
- Improved controls naming in settings menu

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- Fixed crouch state when leaving narrow space after releasing then repressing crouch button
 - Fixed non-input braking friction being too high (regression after Update 3)
 - Fixed outro landing position to always be exactly the same
 - Fixed non-responsive game on macOS when loading with settings from before Update 5
 - Fixed fireworks trails visibility when looking directly up

Note: The minimum macOS version will be 10.11.4 (El Capitan) as has been shown the past few months in the system requirements page due to the engine's removal of OpenGL support in favor of the more performant and feature-complete Metal API.. **Online + New Boss Level:**



WHAT'S NEW?

- New level of mostly bosses, with a brand new boss at the top of the tower.
- It's also an online co-op level, if you walk through one of the three doorways. You can stay in singleplayer if you take the stairs to the right.
- Sadly, I did not get NAT punchthrough / NAT traversal working. So to host an online game you'll probably have to put your computer on your router's DMZ, or forward port 7777 to it.

WHAT ELSE IS NEW?

- In the Tutorial level, made the first enemy more aggressive, and moved the Greeks at the end so you have to run through them. Also removed the loud choir music.
- Added "Stats" translation to Russian, German, and Chinese.

. Beta Patch 412:

Patch 412 is available now on the beta branch. Don't know how to access beta? [Read this.](#)



Patch Notes. **Community Garden Supports Windows Mixed Reality:**

You can play Community Garden on your Windows Mixed Reality headset. Just download [Windows Mixed Reality for SteamVR](#) and start Community Garden.. **EA 0.1.5.2 - Track drive:**

Greetings,

The last patch this week massively improves track control. All tracked vehicles have been a bit tricky to turn, and initiating a turn while in forward/backward motion was hard.

This is now a thing of the past as the track simulation is massively improved.

Also, we have continued to tune ground deformation, especially how much disturbed ground flattens and how much buckets deform.

Have a great weekend!

Best regards,
Daniel

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