
There's Poop In My Soup Activation Bypass



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About This Game



Have you ever wanted to poop on people but were too shy to just go for it?

There's poop in my soup lets you do just that, poop in soups, poop on people, poop on poodles, poop anywhere you please, from the streets of New York to Paris to Beijing.

EVERYBODY!



Make sure to tick off that to-poo list and unlock special poo abilities.

POOPIN!



Title: There's Poop In My Soup

Genre: Casual, Indie

Developer:

K Bros Games

Publisher:

K Bros Games

Release Date: 14 Mar, 2016

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English,French,Italian,German,Russian



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This is technically a "match-3" title, but it's of the vein where you need to click 3+ connected pieces of a type to destroy them all, not "three in a row = destroyed". The problem is... well, this is the beginning of a series. And like any first game in one of these casual titles, it's rough in a lot of ways. (See: Bejeweled, 7 Wonders, etc.)

Specifically, the biggest problem comes in how powerups and board-shapes work*. This title does not have the "there will always be a viable move" code of a Bejeweled 2+, or the constantly-refilling powerups of a 7 Wonders. Your powerups straight up only recharge when you break adjacent icons of that powerup. and it takes... 5? 6? per powerup to recharge it. But they only appear on certain levels! So if you use a powerup, you're placing a bet you won't need it at all until the next board that has that icon on it. They don't appear on all stages.

The board shapes, on the other hand, come down to this: when new pieces fall in, they only fall from the "top" of the screen on most boards. (Some really strangely shaped ones break this rule.) BUT. It's not a permanent "refill the board, if a piece breaks, you get new ones" thing like most other titles. If there's debris in the way, or you didn't destroy a piece with a clear "path" to the top of the screen, nothing new falls. This, combined with the "no guaranteed matches" I mentioned above, means you WILL have to restart some levels if the RNG doesn't play nice. It can make unwinnable, unalterable states.

I bought all three games in the series at once, and am moving onto SM2 after writing this. I hope that the game was improved between sequels. This one has aged terribly, make it a last resort.

* I am playing on "Hard" out of two difficulties, Easy and Hard. If this is different on Easy, please, use that mode instead.. This game is a nice gameplay. The developer doesn't improve of broken achievement and trading cards. These cards I don't receive. Please fix them as fast as you can possible.. I think this game should win atleast one of the awards because it has an story and atleast an game

so i would recommend this game to some guys so they could check it out.. Great! The new characters are unique and fun to play, the new parallel quests are the kind I like, you can finally learn zamasu moves, S.S. Deadly Bomber, petrifying spit, etc. In other games, \$10 gets you 1 char, here, you get 4 chars, 3 of whom are entirely unique, and buuhan is still great fun to use and play... just not too different. Kind of what you expect from a buuhan, really.. Ummmm ... is that it?

For what you pay, they definitely could have made it a bit longer or more interesting ...

Nice feel to the point and click game but WAY TOOO short.

Four "areas" only (home, saloon, bank and mayor's house) ... for the map shown I would have expected about 7.

I liked the puzzles and pictures. That's about it. Story line short and a little pointless

Sorry not worth the money spent on the game.

I'm a little disappointed and feel robbed.. Really fun!. hardcore gamers only

Socks are fine. Incredible piece of DLC. It has what the base game does not, which is a truly high quality story. The added weapon and plasmid are good additions to the game as well. I recommend playing and completing the protector's trials first (especially if you enjoyed the plasmid-collecting-defense part of bioshock 2) because you will receive a gene tonic that is very useful in Minerva's Den. After that, enjoy the den and its beautiful ending :). Top 10 issues I had with this game:

- Spikes are tiny and hide behind jewels and collectables that fall on top of them and they're small in general.
- Lots of white lines show up on the floors. Like a grid.
- Weird seeing royalty free music and art in so many games.
- Double jump I only need once, but every other upgrade I need to find again in each level.
- Did this game really need 200 achievements?
- If all the prisoners say the same thing, why do I need to talk to them?
- Secret walls let you pass through, great, but there are some secrets where the wall to get back is different. Like if I enter from the west, the game looks like I should enter from the north. Like a misalignment of exits.
- Level 6 traps you in a coin room with no way to be quick enough to get out. You need to collect all the coins to beat a level.

Did you even play test?

- Level signs explain how to do the same things over and over.
- Shop text goes by way too fast when it adds letters. Just have it show without adding letters.. ITS AWESOME!!! VERY FUN! COOL SKINS! hope AI's are added for more difficulty and leveling up!. I'm updating my review after ending the game: I spent 7hrs to finish it, the duration depends on how good you are in solving the puzzle (I'm averagely good in such kind of games). From global charts, I could be the third one to end the game... not bad considering than from Steamspy there are almost 1000 owners and the game is out from a week :)

Bounce is an awesome physic puzzle. Not only is super polished, with extremely sharp edges and lot of shaders: it's made with style. Animations (unfortunately mostly noticeable in the spectacular ending) are wonderful, those robots looks like a Pixar short, cute and expressive. The soundtrack is also real good, with a main theme and lot of variations.

The game itself offers 50 levels, with a nice progression: almost 10 level to learn basis, then it start to grow in difficulty and dimension level by level, introducing new obstacles and scenery. It's a very long and challenging game, not just for VR standards.

For puzzle lovers with a VR device capable of roomscale and handtracking, this is a must.. Great game, matches are fast & fun. What sets this game apart from others is that you get 20 abilities that you can upgrade and can use for offensive and defensive situations.

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