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## **About This Game**

Bouncing Duck Simulator allows you to fulfill your wildest dreams. Bouncing a rubber duck around, bouncing a pink rubber duck around, bouncing... more ducks? Don't be shy, you gotta bounce them all!

## The game features:

- A room made of 6 walls, allowing for crazy bouncing action!
- Three differents endings and hidden techniques/achievements, for a great replayability!
- A wide range of collectable ducks that you have to find to complete the Duckedex to 100%!
  - Many duck combinations and non-linear gameplay, every playthrough is unique!
  - Various duck sounds that will haunt you for days (months), even during your sleep!

Bounce your way to the ultimate title of Master Bouncer!

Title: Bouncing Duck Simulator

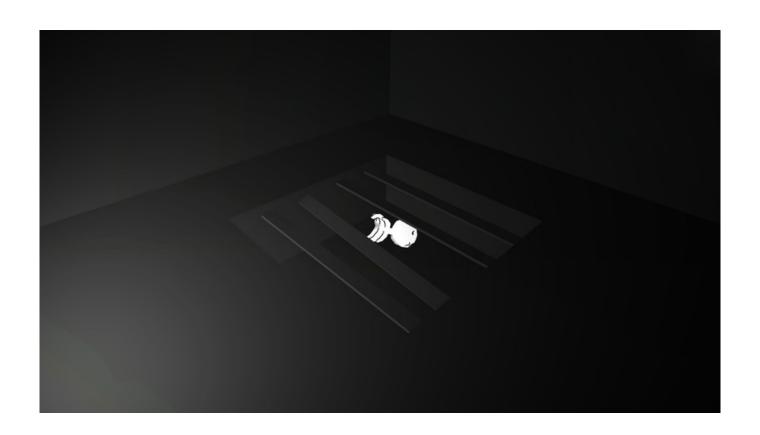
Genre: Action, Casual, Indie, Simulation

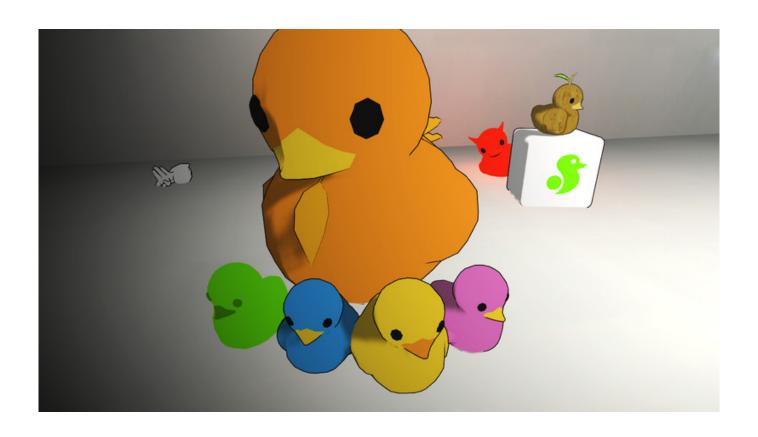
Developer: Damien Sueur Publisher: Damien Sueur

Release Date: 8 Sep, 2017

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English







I had so much fun Bouncing Ducks and finding secrets, That I tuned into a duckie myself!!! [2][2]

For anyone remotely familiar with idle/clicker games, you'll realize what this is once you reach a certain point where manual interaction is no longer required to progress the game (yes, there's 'progress' to it - its not just watching a number go up).

Besides the bounce/idling elements, there's a few twists to the game environment that make it a bit more interesting than just bouncing ducks around.. but its best to find those things out for one's self.

I would only recommend this on sale (less than \$2), as the content is quite lacking.

\*3+ hours if you count time redoing the game a few different ways and getting all the achievments

Bounce a duck. Keep bouncing it. Eventually bounce two ducks. Eventually host a duck bouncing party. 10/10, totally what you'd expect of a "Bouncing Duck Simulator".. This is a physics/puzzle game in the same general vein as Goat Simulator but much shallower and more limited.

You're in a small room throwing a rubber duck around. The more you can bounce it, the more "unlocks" you get (ducks with different physical bouncing properties, things to enlarge some ducks and so on). A counter on the wall lets you know how much the ducks have bounced. Growing one duck quite large helps because rolling on the floor apparently counts as a bounce (yes, the bouncing duck simulator is so badly implemented that the developers didn't bother differentiating rolling from bouncing... you had one job, guys)

They want \$5 for a non-competitor to Goat Simulator... which in itself was a novelty game that didn't really go anywhere. How can I possibly recommend this?. would be a good game if the sound actually worked (yes its definitely not a problem my end). 10/10 would bounce thousands of ducks again. A bit different.. I have no idea why this game exists. I have no idea why I bounced 1,000,000 ducks.

I have no idea why I am not giving this a thumbs down.

This game is weird.

https://www.youtube.com/watch?v=IEBxFx7DNWc

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