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## I Am Bread Keygen Generator



Download ->>> <http://bit.ly/2JYMj2E>

## About This Game

**I am Bread! Tons of Content!**



Hey there people! Did you know that there's more than one way to indulge your crumbly fantasies? Why not race a bagel around a living room as fast as you can. We promise you won't be disappointed.

iHazCupquake did - see what happened!

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<https://www.youtube.com/watch?v=ijyHD22AzH4>

**Best Played with a Controller!**

From the creators of Surgeon Simulator comes its prequel - an adventure with a hero like no other! 'I am Bread' is the epic story of a slice of bread's journey to become toast. Take the intrepid, crumby adventurer on a journey from his natural confines of the kitchen, through the home of an unsuspecting owner and into the outside world. This bread will be boldly going where no other bread has gone before . . .

As you become attuned to bread's uniquely challenging control system, you'll progress from a fumbling slice of bread to a masterful bread ninja. Traversing your environment is intentionally demanding but reliable, making it possible to master even the most majestic and acrobatic of manoeuvres.

**Added Content:**

- GoatBread - Goat Simulator-inspired level called 'RAMpage mode'. You won't believe your eyes.
- Team Fortress 2 level...climb Heavy's face, use tumour-inducing teleporters, fire the minigun and traverse a floor filled with sticky mines, all in the name of becoming "sandvich"...
- Starch Wars - Attack of the Scones! Take out the Empire's Rye Fighters in this level inspired by a certain beloved universe!

**Key features:**

- Story Mode: Embark on an epic journey to become toast! Take on all hazards to deliciousness as you embark on your adventure throughout the home of an unsuspecting owner: from the kitchen, through the house, to the lounge, and then venture outside into the garden and beyond.
- Cheese Hunt: Realise the destiny of crisp-bread as you hunt down pieces of cheese to smother yourself in. Can you find all the pieces before you crack up?
- Bagel Race: Satisfy your taste for speed and bagels as you race across the checkpoints in each level and complete the tracks in the fastest possible time.
- Rampage: Cause as much destruction as possible throughout the house as you smash everything in sight as (possibly) angry baguette. Mon dieu!
- Zero-G: Literally bread in space! Make studious use of your bread boosters as you manoeuvre across environments with no gravity, avoiding all the floating hazards this entails in Zero-G mode.
- Free-play: Explore the world and play as any of the bread types you have unlocked, having crumby fun in your own sweet time.

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Title: I am Bread  
Genre: Action, Adventure, Indie, Simulation  
Developer:  
Bossa Studios  
Publisher:  
Bossa Studios  
Release Date: 9 Apr, 2015  
  
a09c17d780

English,French,Italian,German,Russian,Japanese,Polish









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10/10 best game eveer. HIGHLY RECOMMENDED

So, This is a definitely an interesting game, Puzzle - 3D - Not 2D/Platform like.

You think you know puzzle games, this one takes it to a new extreme,

Definitely not something you can get used to on a first playthrough

Tested on Keyboard and Mouse, as well as controller.

NOTE:

Notice: You knead a controller to get a real rise out of the game.

LOL: You should also complete the tutorial to get used to Kneading about - As a noob it took me 4:22

#IamBread #BecomeToast #TravelAsBread

Travel as a piece of bread. Treat your surroundings gently, or they will form part of you.

6 game modes, and I think this game deserves its own little channel for all of it.

You need to perform Key Combos all the time, as the bread needs to move those specific corners to keep going.,

Obviously I did spend the whole beginning as a noob, trying to figure it out, and eventually did the Tutorial to see how it goes.

Speedruns - Timed runs - Will be achievable with this game. It's magnificent, and physics based, and your goal is to get to the heat source and cook yourself.

Find the game play here:

<https://youtu.be/V90wGpYKdZ6c>. played it for about a minute or two, although i did walk downstairs and instantly collapse out of starvation. i give it a meh\meh. MHHHHHHM BREAD

[I'M BREAD](#)

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**Worlds Adrift - NEW FOUNDATIONS:**



OUT NOW, New Foundations not only introduces the long-requested PvE Server - allowing for a more exploration-based style of play - but marks the largest addition of new features (including cooking, expanded customisation, and Haven; a tutorial starting zone) since Worlds Adrift launched into Early Access last May!

Experience the Community-Crafted MMO Now!! **I am Bread meets Team Fortress 2!:**  
**BREAD PEOPLE!**

Look:

<https://www.youtube.com/watch?v=LmKLVs-I28>

After so many of you enjoyed the Team Fortress 2/Surgeon Simulator crossover, we decided to allow Bread to have some fun in a level based on Valve's free-to-play gem.

Take the heroic slice of bread on a journey through the dynamic world of Team Fortress 2. Climb Heavy's face, use tumour-creating teleporters, fire off the minigun and traverse a floor filled with sticky mines, all in the name of becoming 'sandwich'.

From today, 13th August, you can download this update for the low-low price of FREE. Yes, this TF2 update costs you absolutely nothing. We love you that much!

For those that haven't decided to jump into I am Bread before, now is the perfect time because it's 50% OFF for the next week!

As always, thanks for all your support on Bread over the last number of months. Our little floury friend isn't ready to go to that big Bread Bin in the sky just yet, though, as you'll see yourself in the coming weeks...

Love and kisses,

The I am Bread Team. **Get 50% off I am Bread and 75% off Goat Simulator!:**



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<https://www.youtube.com/watch?v=L2wVNjzd9c4>

If you own Surgeon Simulator OR I am Bread, you get 75% off Goat Simulator, right now! Also, if you own Goat Simulator, you get 50% off I am Bread! Just check your inventory for some fantastic coupons!

Act fast though as the coupons are only valid up until 21st of July!

If you have both already, give your coupons to a friend that is yet to experience the majesty of Goat and Bread!

**GO! GO! GO!. We're coming to Playstation 4:**  
We did a rap about it!

<https://www.youtube.com/watch?v=vBbMgoc5S7k>

Or should we say... we did a WRAP about it... if you see what we did there?. **I am Bread - Now on Android!:**  
Hello friends!

It's the moment you've all been wheating for... we've released I am Bread for Android devices!

You can now grab the unbaguettable gaming experience from the Google Play Store!

Here is the trailer, fresh out of the oven:

[https://www.youtube.com/watch?v=YMNW8Iq\\_Kno](https://www.youtube.com/watch?v=YMNW8Iq_Kno)

Why has it taken us such a ryely long time? Find out here:

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

And if you're BREADY to start playing, you can get the game:  
[HERE](#)[play.google.com]. **Dev. diary 7:**  
Matt Alford

@MistahValentine

QA tester @bossastudios



Hi I'm Malford, you may remember me from such YouTube videos as The Bread Diaries. I'm the sole QA here at Bossa Studios, over the last couple of weeks I've been trying my best to break the new update in awful ways so that the team have loads more work to do. I'm the most popular guy in the office.



There are a couple of issues we had this week which I'm, going to talk about. You know when you play a game and it has a really obvious bug, but it kind of makes the game more awesome so the devs keep it in? These aren't those kinds of bugs. For example, we changed the save game format for the next release. It's not something you'll notice, but it paves the way for fixing some other stuff we've got.

So the changes to the save game goes in. I launch the game and have no saves.

Crud.

I complete the first level.

I still have no save.

Crud.

Turns out this new save game system breaks saves to the point where you can't even make new saves. OK that needs fixing, so Murillo goes back and works on that for a few more hours, fixes it, I check and I can now make new saves! Hooray! So the next thing to do is make a fresh save on the live build just to make sure that the new system works with the old saves, so I boot up one of my 5 computers (our AMD machine in this case) and update to the beta build.





And my save is gone.

It turns out that the new save system isn't compatible with the old save games, so I've lost all my progress. At this point Murillo is on holiday so Mo has to figure out how everything works and sort the problem out.



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Imagine you are in a garden. Imagine you see a bug, and that bug is eating up all the vegetables, so you want to squash that bug. You pick up a nearby rock and you squash it. Now you look back at where you picked the rock up from and there are thousands more bugs that were just hiding underneath that rock, and now you've disturbed them and they are swarming around, eating all the veg, flying in your eyeballs, getting up your nose. That's what bug fixing is like. You fix one bug, then thousands appear because of that change you have made.

A lot of what being a QA is about is checking every single thing for every change, because you never know. A lot of the time a coder will say something along the lines of "I'm just making this small change, it shouldn't affect anything", but the number one rule of being a QA is to assume that they are wrong, something will have broken, you just have to find out what.

Now if you'll excuse me I've got to get back to breaking all the work that Mohammad has been doing for the last 3 days.. **WE ARE BREADY FOR FULL RELEASE! :O:**  
Hello everybody!

So, this is it. It's been one helluva ride but we are very nearly at the end of the beginning... or is it the beginning of the end? Either way, what I am trying to say is that I am Bread will be leaving Early Access for its full release on Thursday 9th April!

We are incredibly excited that we have got to this point where we have one final update for the game (much more on this next week) that will complete the story and add all the bells and whistles you expect from a full game. You've seen a slice of the game and very soon you can play the WHOLE loaf!

Thank you for being awesome during this, our first Early Access game. Your support, feedback and puns (mostly your puns) have been much appreciated during this ride. It's been emotional and there will be more to come from this little heroic slice...

On launch day, I am Bread will be priced at £9.99 / €12.99 / \$12.99 with a 25% discount for launch week. So you still have a week to pick the game up at it's current Early Access price and then another week to get baking with a discount. Why wait, get baked today!

Meanwhile, in other news this actually happened at Rezzed 2015 in London:

[BREAD MAN RISES](#)[vine.co]

Ever yours,

The I am Bread team  
Master Bakers



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