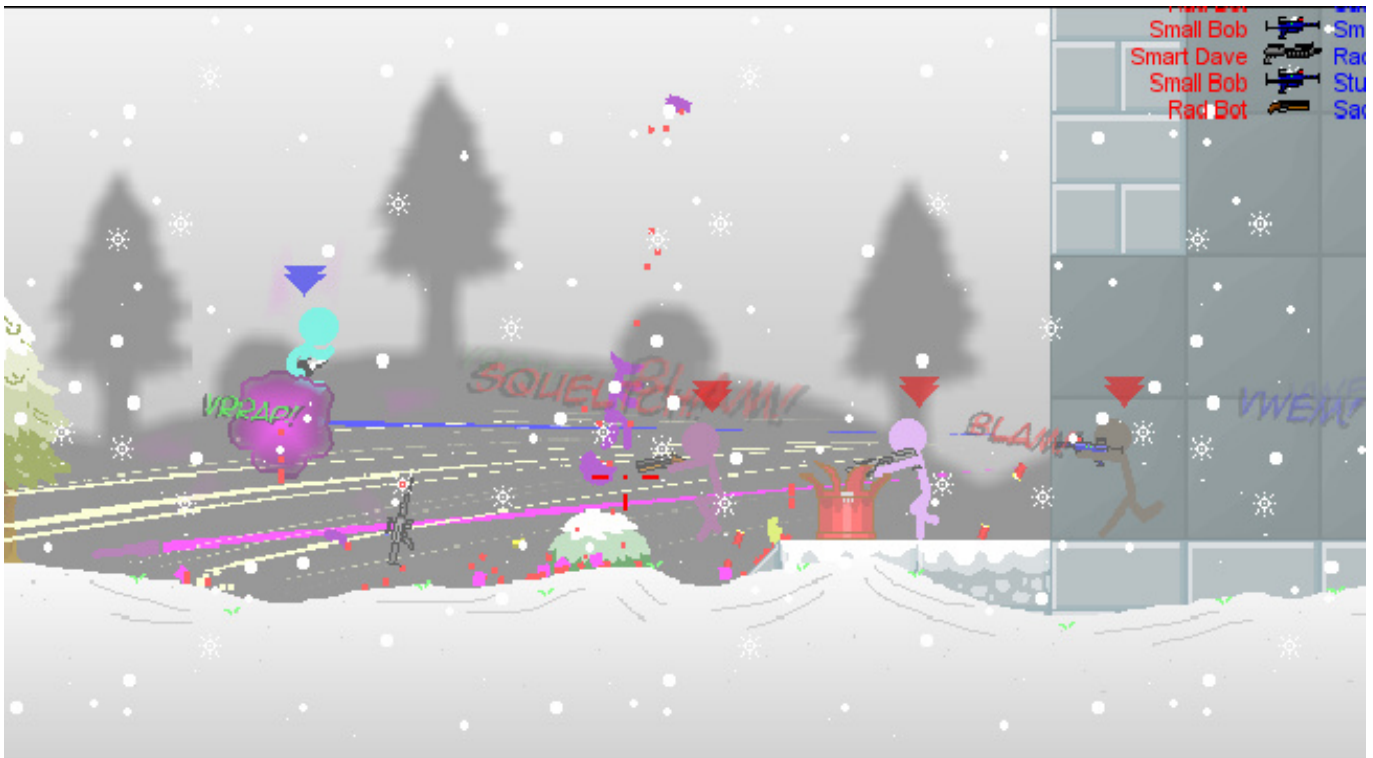

Boring Man - Online Tactical Stickman Combat Free Download



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About This Game

Boring Man - Online Tactical Stickman Combat is the greatest 2D shooter you've never heard of. From a selection of 70 weapons, battle and destroy your enemies using a variety of guns, parkour abilities, dynamite, swords, and so much more.

Boring Man features a wide selection of game modes, and a even more vast collection of mutators that turns your vanilla game mode into a chaotic madhouse.

- With 70 weapons to choose from, Boring Man offers a huge range of load out customization that can fit nearly every play style.
- 7 different game modes! Get in touch with your competitive side with classic Capture the Flag, or survive with your friends in the Zombrains game mode.
- Host your own server for your friends and explore the many mutators in the game, such as the Low Gravity mutator or the Rocket Madness mutator that changes every projectile into a deadly explosive rocket!
- Traverse the difficult climb maps that will leave you crying!

-
- Make your own maps with the BoringEditor map tool!

- Want even more? Get the Boring Man Premium! edition and have extra customization features for your stick figure soldier, such as hats and colored bullets.

In Boring Man, it's everything but boring.

Title: Boring Man - Online Tactical Stickman Combat
Genre: Action, Free to Play, Indie, Massively Multiplayer
Developer:
Spasman Games
Publisher:
Spasman Games
Release Date: 4 Apr, 2014

a09c17d780

English







Boring Man v1.2.2.9 is now available:

You may have noticed tiny patches the past few days. That was just me testing some fixes before making them official.

As always, if you need help with something, check the FAQ first:

<http://steamcommunity.com/app/346120/discussions/0/485623406944171961/>

Fixed/Changed

**Some of these changes were hotfixed in early for public testing before the game version was modified.

- Fixed Goo Gun occasionally being able to go through walls server-side
 - Fixed heal gun not healing others sometimes
 - Fixed poison kills not properly displaying in killfeed
 - Autobalance kickoff timer was reduced
 - Fixed EMP blasts from the Jäger vice hurting the player in Survival mode (for real this time)
 - Added a "Restore Backup File" option under the stats menu. Use with caution!
 - Fixed back up option giving out XP for no reason. **My new F2P game TUNNEL DIVERS is now out in Early Access:**
- You can check it out here: http://store.steampowered.com/app/569720/TUNNEL_DIVERS/

Thanks for your support!. **Boring Man v1.2.7.1 is now available:**

Devlog:

Windows played a cool prank on me and deleted all of my BMAPSAVE files, which is used to edit maps. I had to decrypt and load the BMAP files (the map files you load in-game) into the map editor manually to recover them.

All of the maps are still precisely the same, but it juggled their md5 hash values which are used to check if you have the correct map for the server, so I need to push a version number to make sure everyone has these newly compiled maps.

All the other stuff may or may not be already in the previous version, they are just in the change log for documentation purposes.

Also like I said hundreds of times, I will continue bug fix updates as long as needed, so if I hear "OMGGG YOURE STILL UPDATING" I will unpin a grenade and leave it in your adventure time onesie.

Changelog:

- Added being able to use Ctrl + V for text input while in the menu
- Removed XP gain from capturing flags and control points
- Removed the ability to get achievements on custom maps
- Fixed players not being limited to level 100 correctly
- Fixed the TDM flag giving an additional point if you cap it at the end of the round
- Fixed 'Cool Island Song' and 'Zoned' achievements not unlocking correctly in some instances
- Fixed the random loadout button not working correctly if you click it before spawning
- Fixed the random loadout button not spawning Old Weapons and the jetpack correctly
- The random loadout button will now default you to the "Custom" loadout when selected
- Fixed the suicide vest going off the next round in TDM if activated before round end
- Fixed a few bits of misinformation in the menu
- Fixed hidden spikes on The Man side in Dyson City

. **New bug report website:**

I've been working the past day setting up a new bug report system:

<http://spasmangames.com/bugzilla/>

I'd like to move away from the Steam forums and use something a little more professional. I'm still working out the kinks but I think its usable for the public now.

If you have a bug, suggestion or whatever, feel free to use the URL above.

To create an account, all you need to do is use a valid email address and log into it to confirm the link. My SMTP server is still rather new, so you will probably have to check your Spam folder for it.

Once you're logged in, click File a Bug and fill out the fields to your best ability. I've stripped out most of the bloated crap to make submitting a bug/suggestion as easy as possible.

Not sure if this will work out or not but we'll see.. **Servers down (6/9):**

My game servers will be down until my ISP gets their shit together and comes to fix my incredibly expensive internet. Very frustrating.

Spasmans servers will be up again this evening. Server list should still be functional though.

. Boring Man now supported on GameJolt:

Today, I updated B-Man to work on [GameJolt](http://gamejolt.com)[gamejolt.com], so you may start seeing a handful of new players.

About a year ago I had to discontinue updating the GameJolt version because of cheaters using it to evade their bans, but that should be a little bit harder now because I implemented the GameJolt API to require a GameJolt account to play.

Obviously that won't stop ban evasion entirely but I'm satisfied with the hurdle it puts into place.

I updated the Steam version with these changes (it won't be any different) so please keep an eye out for any new crashes.

Keep in mind I was able to do this because of [Tunnel Divers](#), Tunnel Divers is a new project that's teaching me a lot of new things, so it has been very beneficial to me as a developer all around.

Thanks for playing!

-S. My New Project - TUNNEL DIVERS:

Hello all. I'd like to introduce you to the new game I've been working on.

https://www.youtube.com/watch?v=5q7GBQSOk_Y

If you like Boring Man and like my work, please consider visiting Tunnel Divers' Greenlight page and sending me a yes vote.

<http://steamcommunity.com/sharedfiles/filedetails/?id=774112780>

Thank you for all of your support.

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