
Rock, Ken, Bo Patch



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About This Game

Rock, Ken, Bo is a 2D fighting game based on Rock, Paper, Scissors. Quickly switch between rock, paper, or scissors to attack your opponent accordingly. Rock, Ken, Bo features 6 gameplay modes to challenge you and your friends with as well as a single player story with multiple endings. Do you have what it takes to become a true Rock, Ken, Bo master?

EPILEPSY WARNING: Portions of this game can have rapidly flashing screens which may have the potential to trigger seizures for those with photosensitive epilepsy.

Title: Rock, Ken, Bo
Genre: Action, Indie
Developer:
Xelphyre Games
Publisher:
Xelphyre Games
Release Date: 4 May, 2017

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Minimum:

OS: Windows 7

Processor: Intel® Atom™ Z3735 or AMD A4-6210

Memory: 1 GB RAM

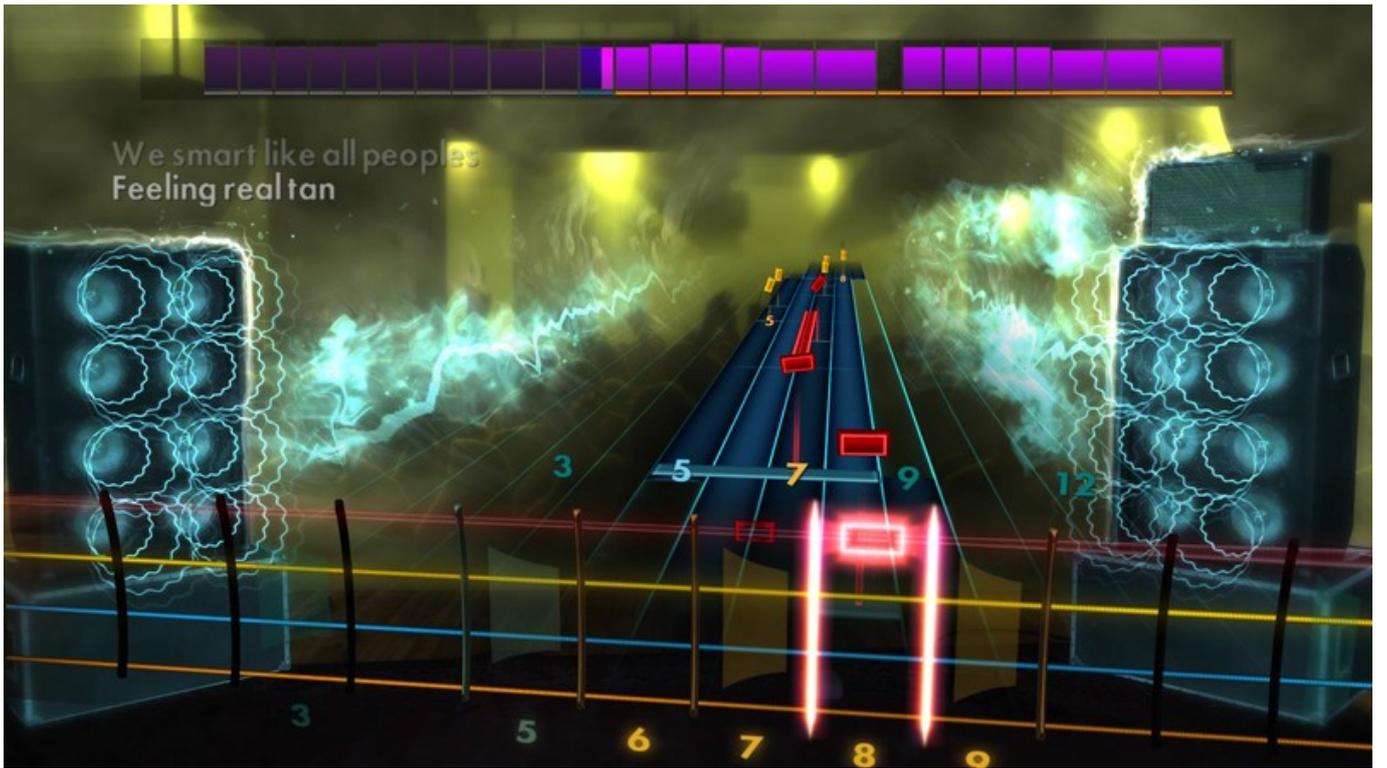
Graphics: Intel HD Graphics (Bay Trail) or AMD Radeon HD 6310

DirectX: Version 9.0c

Storage: 500 MB available space

Additional Notes: For 2 player PvP, 2 controllers are required. XBox 360 controllers are the recommended controllers to use.

English







Drifting mode is so bad.. This DLC would not install on two machines running FSX Steam Addition.

To date technical support has been unable to fix this issue and now they have not responded to my last 3 e-mails.

A defective DLC with lousy tech support. Do not buy!!!!. I have like 6 minutes in this game and that's enough. This game is either:

A: Completely stupid and makes no sense.

or

B: Makes perfect sense and was designed for people whose IQ is infinitely higher than mine.

Either way I'll tell you right off the bat I knew I was going to hate this game, and EVEN if it has the potential to be something amazing, and even if it tells a fantastic story (hypothetically, as I'll never know) It's all ruined for me by the art. It literally hurts my eyes to look at it. It looks worse than a clumsy UI that was drawn in Microsoft Paint, and I just can't handle it. I'm sorry Rail Slave Games, I'm sorry. :(Snap point buggy. Game runs in fullscreen windowed mode, but won't align properly with screensize.. My magnum dong fell off because of this game :). Tom Clancy's Rainbow Six 3 Raven Shield/Gold Edition is a classic Rainbow Six game which has all the tactical and strategy plans that every Rainbow Six fan will love. You will have split of 3 teams which are the Red team, Green team, and Gold team. With your team you must complete the objectives strategically and execute it beautifully. I say this because you can't save your game on this game. You have to make sure your plan is perfect and strike accordingly to your plan. You can also customize your teams weapons, weapon attachments, gadget selection, etc.

All in all I highly recommend this game because it is fun and challenging. Get this game when it goes on sale! :)

very challenging game.

Every time that I think, ok this last puzzle was the hardest one, then a new one appears to break my mind. I'm having a lot of fun discovering paths, killing enemies and solving puzzle.

Thnks Ruve for it. keep it running

. abandoned much this game was just trying to get on board with the popularity of cube world when it came out dont get it.. not zombie game wtf what see in video not in game or u get kill by guys u can.t see cus top down u can.t pick thing up cus it bug u can at 1st. FEEEMMMBOOOOTTTTSSS! *These Boots plays in the background*. 2/10 Don't Buy.. The Impossible Game is by far one of my favorite game with an awesome soundtrack, but I would say don't buy it on Steam. Why? It's because this game is not as impossible as the one on the iPad. When I was playing on the iPad, it shows a hard challenge, and that you must be precise where you jump, and is more fast-paced. But in the Steam version, they make the game easier. For example, in the Original Level, there's this part with 2 pathes, one leads to death, and the other continues. They removed that path, which disappoints me. The jumping in the game also seems to be higher, making it easy to jump through triple spikes, but also easy to over jump a block (which doesn't matter as much). Also, in Level 3, Heaven, they make the spacing between triple spikes bigger, making it way much easier get near the end. And because of this change, I also noticed how that the jumping is higher, as I thought the game was rigged. Made easier, I would say that the Steam version of The Impossible Game should be made cheaper. A decent \$3 could make it alright, and the level editor is not much, since you have to include your own music. But in the end, it's your choice of buying The Impossible Game, not mines, but I would not recommend it at this price and at this difficulty.. Very nice!:) we need also Romanian map on Ets :) it will be great

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