
Rustbucket Rumble Download For Pc [hacked]



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About This Game

GAMEPLAY DESCRIPTION

Rustbucket Rumble is a side-scrolling, team-based, arena combat game. Players choose from 6 distinct robot characters of varying personality, ability, and weaponry, forming two teams of 3 robots. Players must work with their teammates to attack enemy robots until they are turned into bins of scrap, then transport the bins back to their base as scraps for recycling. It's capture-the-flag where the players are the flags!

Once a team has collected enough scraps, they can create the mighty giant robot, El Rey Gigante Robo Jr., and unleash him to destroy the enemy base and win!

THE STORY

After years of making a mess of things, mankind has finally given up and left Earth to find a new planet to trash.

Left behind were the machines that once dutifully served their human masters. Among these were the robots of arch-rival companies Robotic Engineering Depot (RED) and Blucom Discarded Plastics and Metals. With nothing else to do, these now-leaderless robots escalated their competition into fierce combat.

Both sides are now desperately collecting materials to create a giant robot powerful enough to destroy the other. The RUSTBUCKET RUMBLE has begun!

ROBOT CLASSES



Clancy

Grunt Model CLN-C has probably taken one too many hits, bullets, and rockets to the head, but he never gives up. Always helpful, Clancy is quick to heal teammates or provide cover fire from his automatic rifle. He doesn't have any fancy gadgets to carry scraps, because he doesn't need them. All Clancy needs to retrieve scraps is just some good old fashion determination and his metal robot arms.



Daisy

Engineer Model QT-3.14 has a cute and cheerful appearance, but make no mistake — Daisy is a technician of pain and punishment. Small in stature, she commands a powerful mech suit to help her build sentry turrets and carry drones. And she's happy to get into the fray with her roller bomb launcher.



Kasumi

Ninja Model KA5-M13 was originally built for non-combat purposes. After the humans left, she finally got to pursue her dream of being a ninja assassin, but with a modern twist. Holograms, smoke bombs, and a cyber sword help her quickly dismantle enemies before they even know what happened.



Bjorn

Brute Model HPM4X has an imposing stature and makes the most of it. Running head first into danger, he uses his powerful flamethrower to decimate enemies. His energy shield keeps him alive even in the worst conditions, and he's so strong that he can easily toss scraps to his teammates.



Valentina

Sniper Model H0RN3T is as calm as she is deadly. Cold and calculating, she finds that the best place to position herself during combat is just out of sight from her foes. After dropping an enemy, she uses her extending grabber claw to retrieve scraps from afar. Even if her opponents do get the jump on her, she never loses her cool and uses stun grenades and a short range rapid-fire pistol to hold them off.



Maverick

Bombardier Model DNGR-Z0N is a show-off. Thinking his jetpack puts him above the competition, he's developed a cocky, prideful demeanor. His jetpack allows him to maneuver in and out of combat with ease and perform bombing runs. If he's not careful, then Maverick may find himself in dangerous situations. But little do his foes know, that's right where he wants to be. The danger zone. And when it seems like Maverick has bitten off more than he can chew; he uses his trusty rocket launcher to help even the odds. He can fly, get a burst of speed, and drop a number of bombs to the unfortunate robots below.

Title: Rustbucket Rumble
Genre: Action, Casual, Free to Play, Indie
Developer:
Reactor Zero
Publisher:
Scrap Yard Productions, LLC
Release Date: 4 May, 2015

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Minimum:

OS: Windows XP, Vista, Windows 7, or Windows 8

Processor: Any processor with 2 Cores

Memory: 2 GB RAM

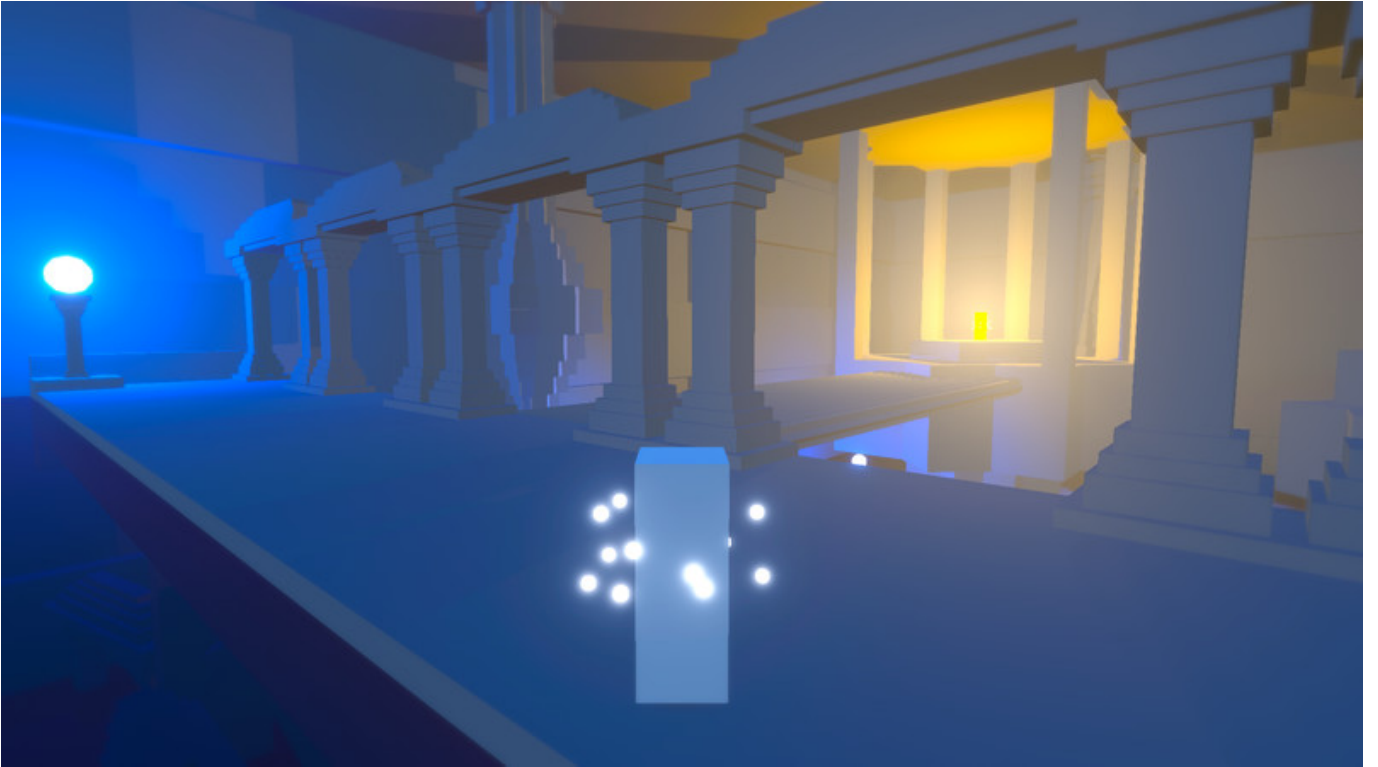
Graphics: ATI/Nvidia videocard with at least 256MB; Intel HD4000

DirectX: Version 9.0

Network: Broadband Internet connection

Storage: 1 GB available space

English,French,Italian,German,Russian







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This is my first Solitaire game of this kind. Let's be fair, this game is not amazing. A lot of random layouts. Might get bored quickly. From other hand this is a good time killer. It suck nearly 40h from my life.. I like what the devs are doing with Hero Siege, recently they added seasonal ladders. I'm glad that the devs release these skin dlc's for those who like to support a little more. It's volunteerly so can't complain :). This is awesome!

The clock sometimes just doesn't move though.I'm on mac.

. I tried to like this, I tried to finish this. But... it wasn't to be. Having had quite a bit of fun with top-down drivers in the past, be they racers or shooters, I had high hopes for Wasteland Angel. While it wasn't the worst game I've ever played, the game still disappointed on almost every front. Although... if you are an achievement hunter, the 40 achievements are not TOO difficult to acquire...

The campaign is only 6 chapters/levels divided into 2 missions, one boss fight, and one bonus mission - very short indeed. The plot was essentially irrelevant. Worse yet, the game is incredibly repetitive and boring. Every chapter plays the same way, with the same enemies painted differently - only 3 generic enemy types, doing the same thing, over and over. And you, defending against them for wave on end. The maps are stale and all have the same objective: defend one area. Once during the day, once during the night, and then the same thing with two towns... Even the additional/optional objectives don't really bring anything interesting to the game: escort a vehicle to the town, pick up some crates, become a turret. However, the bonus missions are all the same and incredibly strange: changing you from a top-down view to a first-person view, where you either race for checkpoints or kill as many enemies as you can.

While the game offers weapon upgrades, they are arbitrary and do not carry over from a past map - every mission sees you start with the most basic weapons. Killing enemies and running over pick-ups automatically gives you more/better weapons. Sadly, you are unable to tinker with either your vehicle, or your weapons yourself.

Then there were the bugs. Being stuck in mid-air, enemy AI resulting in them being stuck and unable to move, and therefore unable to be killed (especially the bosses). This is complemented by the top-down camera angle, which can be blocked by terrain, causing you to get stuck. The automatic 180 degree reversal whenever you reach the edge of the map (which also isn't particularly well delineated) was also disorientating. These issues were exacerbated by the controls: while it may not be the case for everybody, the controls were very sluggish and laggy for me, making it incredibly difficult to turn.. The online player pool maybe dead, the games maybe ancient.

But as long as I exist, I'm playing these games.. The game itself is great, but there are NO SAVING SYSTEM... you have to start again the whole thing.... (your money is saved, but your progress isnt).... This was truly a wonderful experience that offered so much philosophy and thought. The characters and dialogue were excellent. The set design and the monsters were cool. The gameplay was basic but effective and for the engine at their disposal it worked. Fantastic storytelling and so many quotes worthy of remembering.

A MUST PLAY!. I like the frontier building parts. I'd rather have extra decorations than pet skins, but that's mostly because I think the animals in the game all look amazing in their natural forms. As many others have mentioned, I wish the weapons existed at each tier, instead of just iron and endgame.

I will be honest and add that a large part of why I'm buying the DLC for Conan Exiles is to support the development team. I know everyone is on about mounts and sorcery, but I'd really like it if we could just have the clothes all the girls in the movies were wearing.. I walked over the edge of the world and fell down infinitively. Wow. This is seriously a 2006 racing game?

'Cause♥♥♥♥♥♥ the graphics here makes the game look like it was made in 2010!
And not only that, but the fabulous, detailed car sounds are even better than the likes of Gran Turismo.

Props to the ones that built the engine this game is powered by. Thank you so much for making this!

Most. Intense. Versus. Game. Ever.. Just like I remember, way back in the days of the original PlayStation. I wasted so many hours on this gem, and now I get to do it all again. Having to enter a password to resume the level you were on really takes you back.

This is not a remastered version of the game, and as such it largely plays as it was originally intended back in 1996. Whether that's a good thing or not is up to you. It's also worth noting that the controls are average at best, though they can be remapped to a certain extent.

I cannot explain how happy I am that this game finally made it to Steam. Big thanks to those who made it possible.. The Good: Easy and fun combat, good music, graphical style fits well.

The Bad: Short (5 hours to complete the game), a bit repetitive, lack of secondary voice acting cast (No Ice King, Flame King, Death, etc)

The Bottom Line: If you're not expecting hours upon hours of gameplay and are an avid fan of the show, Epic Quest may very well be for you. The 12 achievements are also easily completed within a few hours time, making it an easy "100% completion" game.. What a really fun game. I played this on the Xbox 360 when I was younger and thought it was stupid. After getting it on sale and playing it all again, I saw that younger me was wrong.

This game is a fun way to re-live a lot of the WW2 ship battles between the US and Japan. It lets you control all types of ship classes from PT boats all the way up to the huge carriers. You can swap between ships and planes (when you can control them) to be able to do more than just sit in the water.

The difficulty scales up through the campaign fairly well. It starts you out easy but by the end, the matches can go for more than 30 minutes a level.

I would recommend getting this game if you are into WW2 history and naval combat.. A philosophical FPS. Now, that's a term we don't hear too often, but this is one of those, for sure. I think the devs tried to implement some horror elements too, but I didn't really get to me. As well as the whole story, I might be too stupid, what do I know? But I just didn't follow along with the story to a 100%. It was interesting, it was a decent game, but in the end, would I recommend it? Not really. ONLY if you do what I did - picking it up during a sale. Got for like €1.49 or something along those lines. Worth that price but €12.99?! No way! NO WAY!

Finally, it gave a pretty decent assessment of who I am as a person. That was neat. But that doesn't bump up the rating. Have to give a thumbs down for this, due to it not being worth the full price. Sorry, devs.

Just ... kill your ego.. Quiet nice actually :P

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