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About This Game

ROCKETSROCKETSROCKETS is a game where you fly **ROCKETS** that rocket **ROCKETS** at other **ROCKETS**! The ultimate rush of arcade arena action, with the fluidity and amazing feel of soaring through space.

SHOW ME THE FEATURES

- **ROCKETS.** We feature only the finest interstellar vehicles.
- **LOCAL VERSUS MULTIPLAYER.** Get your fellow rocketeers together, we're going to BLOW THINGS UP!
- **UNDERDOG MODE.** A flock of rockets versus the lone rebel. Amongst all the friendly fire, will you rocket to the top?
- **TEAM PLAY.** Every rocket needs a partner!
- **STANLEY.** This is a story of a rocket named Stanley. Meet the AI Rocket that thinks he has free will, and meet the rockets he will relentlessly fire at your rocket.

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- **COOL LIGHT TRAILS.** These are some classy rockets that are a lot of fun to fly.
 - **ALL THE CONTROLLERS.** In addition to full keyboard support, we currently support dozens of different controllers, and are always adding more!
 - **MAKE IT YOUR OWN.** We've got a glorious settings menu where you can turn on different game modes, tweak weapon behaviours, alter gravity, and even adjust sprite sizes!
 - **MODDING.** Dig into our data files and edit yourself up a new game mode!

Really, though, the game is about *intimacy*. Check out Zen mode, it's wonderful with a loved-one!

DELUXE PACK

The deluxe pack includes the full game, the soundtrack, and two exclusive bonus MP3s!

Title: ROCKETSROCKETSROCKETS

Genre: Action, Casual, Indie, Sports, Strategy

Developer:

Radial Games Corp, Loren Bednar, Dr. Kimberly Voll, Lindsay Jorgensen

Publisher:

Radial Games Corp

Release Date: 1 May, 2015

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Minimum:

OS: XP

Processor: Core 2 Duo or Higher

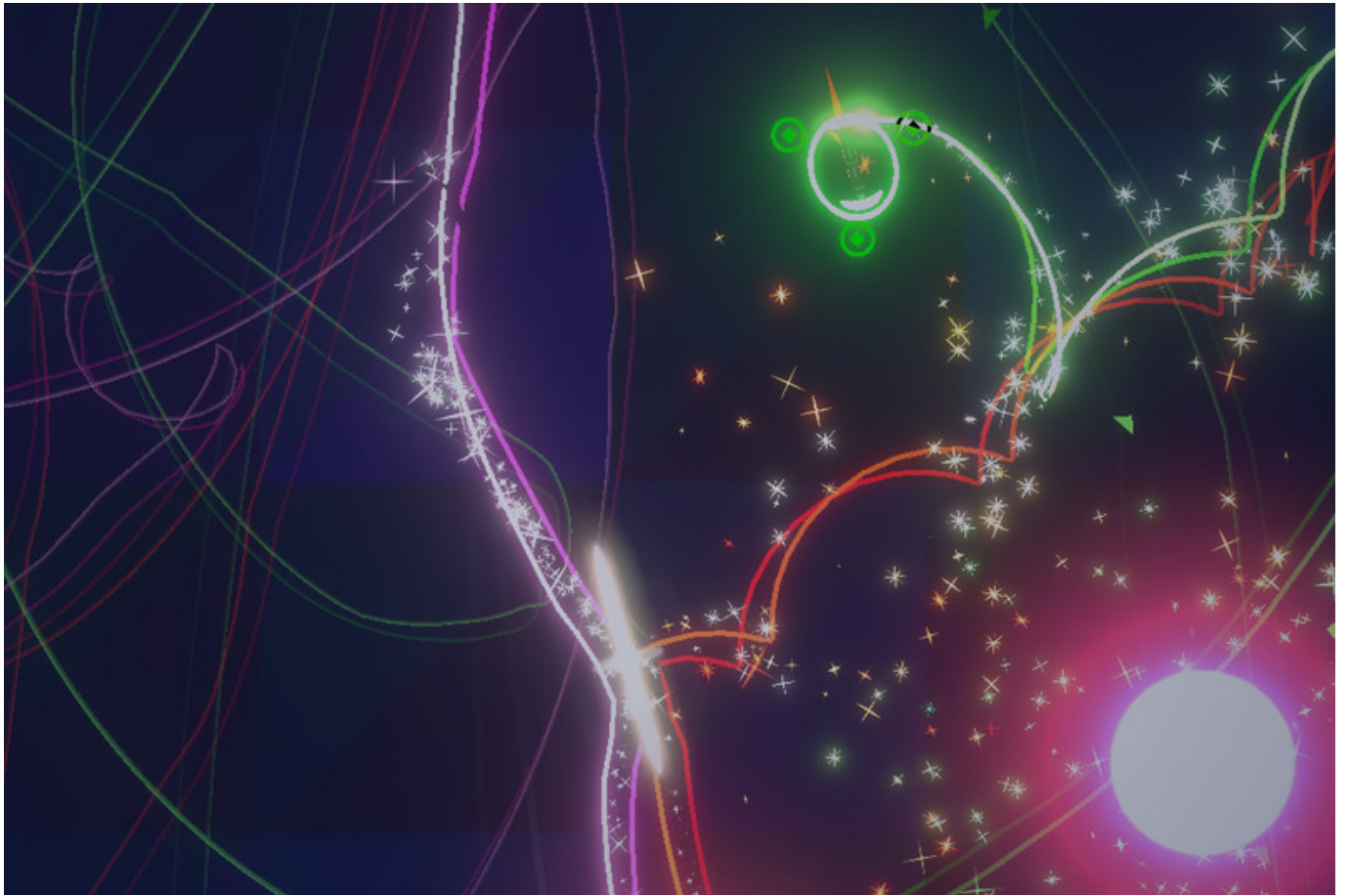
Memory: 2 GB RAM

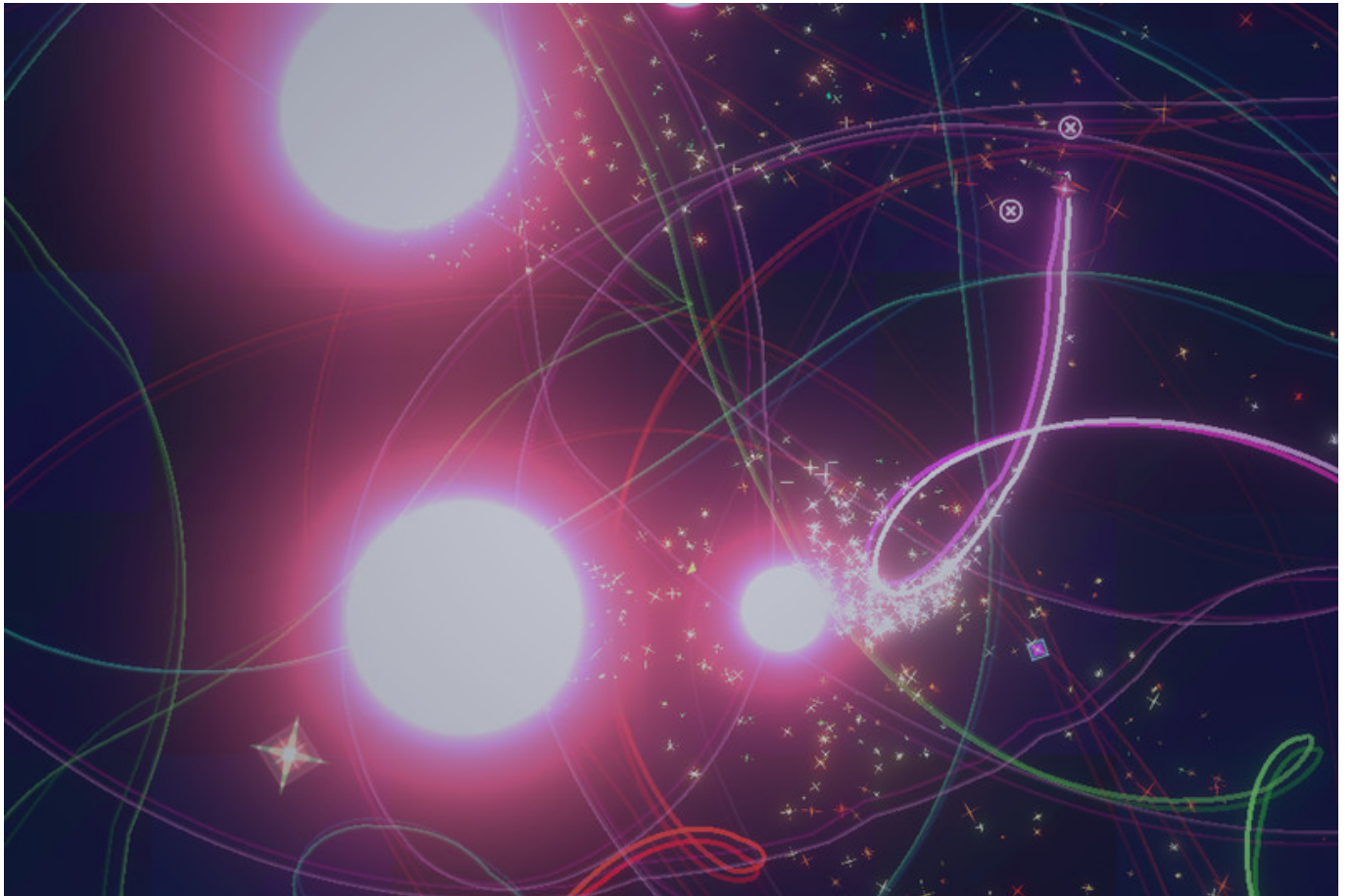
Graphics: Intel HD Graphics 3000 with 384 MB of RAM

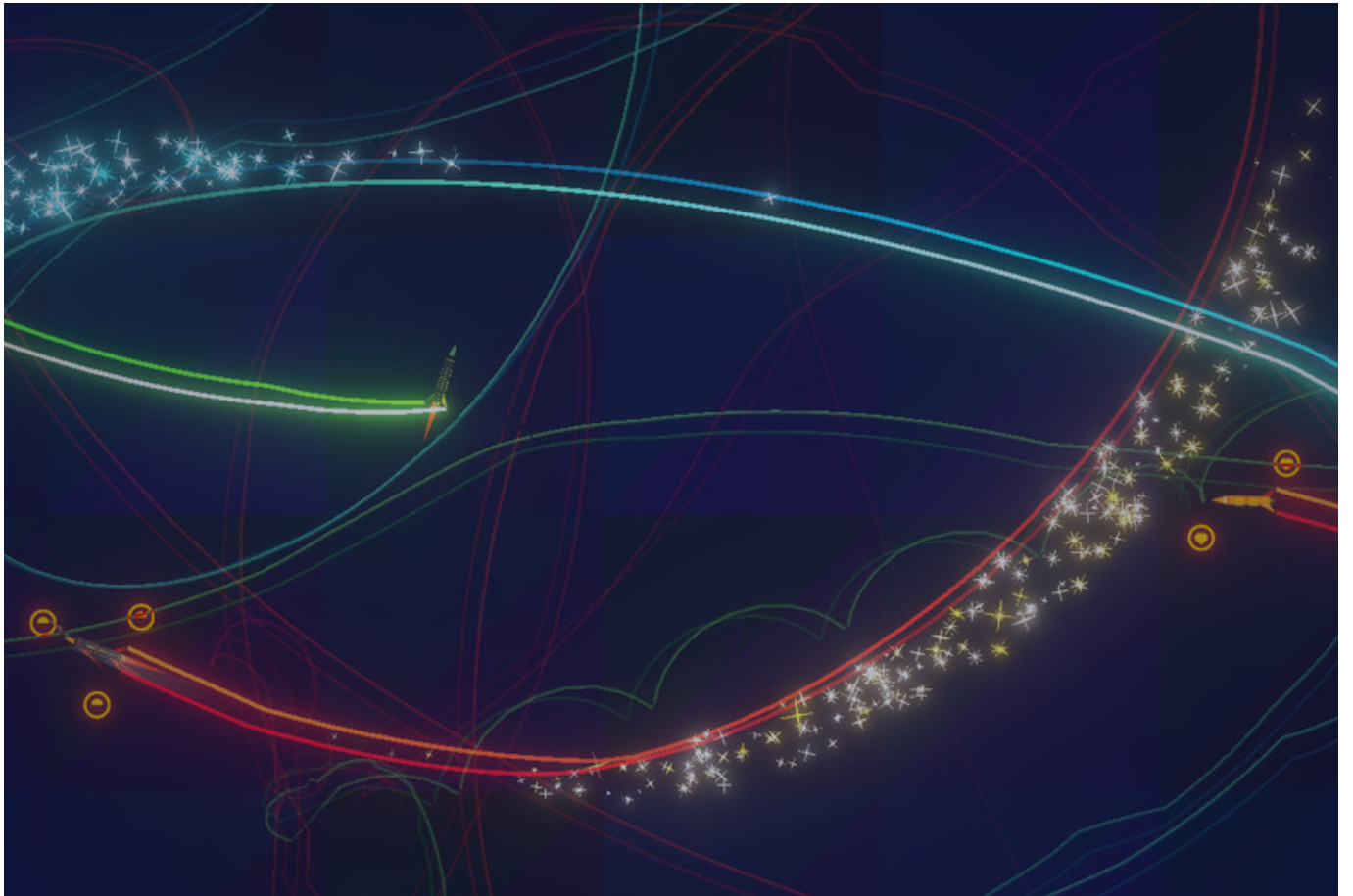
Storage: 200 MB available space

Sound Card: DirectX compatible sound card

English







Once online multiplayer comes out... HOOOOO BOOY. Must buy for anyone remotely interested in couch gaming. I can see 100+ hours of brilliance in this title!. This game is incredibly simple, Yet INSANELY fun! I use a keyboard, and the controls take a while to get use to, but after that, you're fine! It is so fun! Pumped for multiplayer online!!. This game is great fun and quick and easy drop into with a friend. Perfect if you have some Xbox controllers, otherwise, the keys take some figuring out (difficult while drunk).

I include this game along with Super Streetfighter IV and Towerfall: Ascension for awesome post-pub sofa multiplayer sessions!. I recommend this game to everyone! It's a great local versus, and its best played with family members, but the A.I. is good and playing alone is still awesome. Absolutely recommended! The game, even though is still in his alpha-beta stage, is already loads of fun. The gameplay is simple, fast and **fun. The soundtrack is a perfect background for the experience.**

This game is already really good, still has a lot of potential, and could be the ultimate "LAN party with friends" experience.. I am deeply saddened by this game, because I have never seen such a great potential for a game to be something amazing that was never achieved. Rockets does something that few other games do, it takes a concept, simplifies it, and then perfects it. When you play this game, you find yourself in one of the best feeling, looking, and joy filling games you will ever play, so why is it bad? This game may have some of the best combat you will ever experience, but you can do nothing with it. Imagine Rockets like an towering skyscraper, it is jaw dropping, beautiful, and unbreakable. So what is the problem with the building? Well the thing is empty! There is no furniture, no colors, no substance. They have laid the ground work for one of the biggest games we could ever see, but they have left their foundation completely empty. There is two game modes, (Both of which are just the basic battle with different health systems.) one AI, four maps, and thats really it, where as what the game doesn't have is more customization, more single player ability, and ONLINE! Why would you not give this game online, that just doesn't make sense! I hate to see such an amazing game go down in history as just another indie game, just because it didn't give people enough to talk about, but here it is, and here is will stay. The perfect recipe for something amazing that they just didn't take the time to make into a dish.. This game is quite entertaining, I bought it on impulse, not really thinking anything of it but I gave it a shot, It's great! I'm using an Xbox 360 controller to play the game and the controls are a bit weird to get used to, but once you get it you're good to go! If you're thinking about getting it, just do it! It's only \$5!

I'm excited for the future content!

there is a bug where if you leave it on the main menu for too long it goes as slow as when the victory sign is up. it is probably not comanly seen because players of this wouldnt be siting around doing nothing, but this has happened to me 3 times and ive had to quit the game and relaunch it to make it work properly.(ps. ignore my horrible spelling.). **Update (Nov 2018, changed review to positive and reset ratings):**

They developers have come back to ROCKETSROCKETSROCKETS and finished it, the bugs I reported here are fixed as well. Now that the game is complete, this is a fun local or online multiplayer title worth picking up.

Original Negative Review (January 2016):

This is an unfinished game that is *not* labeled early access. Despite the game being fully released, many menu items say "coming soon" but the developers seem to no longer be updating the game.

<http://steamcommunity.com/sharedfiles/filedetails/?id=635639053>

-Here's a fairly prominent bug that hasn't been patched. Changing resolution sticks you on this screen until you close and reopen the game:

<http://steamcommunity.com/sharedfiles/filedetails/?id=635638988>

Update (March 2017):

14 months after "full" release the developers updated the game, removing\adding the missing "coming soon" content and fixed the resolution bug. I'll re-evaluate the game.. This is going to be good.

Right now ROCKETSROCKETSROCKETS is a brilliant little game and well worth the \u00a34 price, when the extra features are added this will be utterly sublime.

The flight feels similar to Luftrausers, but with ROCKETS, and is therefore instantly better.

With the current AI you can play 1V1 1V2 2V2 or 1V3, all of which are very enjoyable.

My main criticism is that the AI are really good, and it would be nice to have the option to tone them down, but only slightly.

When I first started playing the game felt hectic and utterly skillless. But after giving it a bit more time I can actually see this being a bloody marvelous competition game if two competent players were competing completely.

The scoring system is a tug of war affair, where every hit brings you closer to winning, however being hit pulls the score back from your end and closer to the enemy's victory which can result theoretically in unlimitely long battles presuming both players are decent.. So much fun and incredibly stunning just to look at! great music just wish i could get the soundtrack!.. No online multiplayer yet, but still great fun against the computer (and local multiplayer) in the meantime. I didn't expect the dogfighting to be so intense and fun. Been having fun mopping the floor with the enemy (and with some tinkering, a trio of them, and still mauling them).

Online Mode is going to be mayhem whenever it's released\possible; moreso when workshop is integrated for all kinds of modes in the long-run alongside it. Definitely worth it for the updates down the line; and even in it's current form.

Combat tip:

Don't depend too much on thrust, and keep your trajectories relative to the combat at hand. Trust me on this. For those of you that have played Starcon 2: The Ur-Quan Masters, you know what I'm talking about.. It's impossible to not get a pure rush of adrenal horomones while playing this game. An absolute *blast to play, even if you're alone.. its a good game but dam hard at the start*

just keep playing and shoot that rocket out of the sky. Keyboard is propably the worst part of this game :(Surprisingly, while most of the optional features are missing (including a working options menu, not too big of a problem at this point) the core gameplay and look of the game is quite solid. The input could use a little more fine tuning to increase the response time and precision, but it's mostly reliable, certainly better than a lot of games.

The big problems at the moment are that the control scheme isn't explained, and while the keyboard controls are functional, they are a bit awkward (which they acknowledge). Also, it crashes with two players and two bots (as of 5\9\14).

However, even if you don't want to get this game now (which, for 5 bucks isn't much of a risk) keep it on your radar. The

gameplay is much more nuanced than expected. The three different weapons don't fire in a set arc for damage, they react with physics in a fashion that adds both a layer of unpredictability and extra utility.

For example, while you can shield a straight rocket, you can also fire more rockets at it to deflect it. Those could then fire off in some unpredicted direction and hit another player. Is your opponent dropping mines? Fire a missile at the mine and bounce it in to him. Things like that. Straight forward, but nuanced.

A dogfight match can last anywhere between 10 seconds and 10 minutes depending on how well matched the players are, or how poorly they make decisions. It is also quite good as a competitive game. Though chaotic looking, it's chaotic in the way Super Smash Bros is chaotic. A lot is going on, but everything is based on a cause and effect system.

So if you're looking for a good local co-op game, this is one. Online multiplayer is planned, but currently (5/9/14) unavailable. If you prefer to play it in a more complete form, put it on your wishlist. It is very promising, and for me, already worth a buy.. Bring us Multiplayer mode then we'll talk. (and a few optimizations would also help)

My score: No score, neutral for now.

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