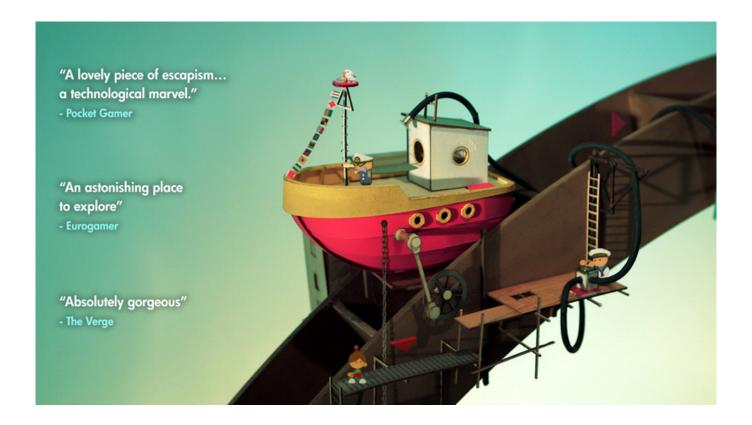
Rock 'N Roll Download 100mb Pc



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**About This Game** 



Title: Rock 'N Roll Genre: Action, Indie

Developer: ZaxtorGameS Publisher: ZaxtorGameS

Release Date: 28 Aug, 2017

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Minimum:

**OS:** Windows 7 or higher

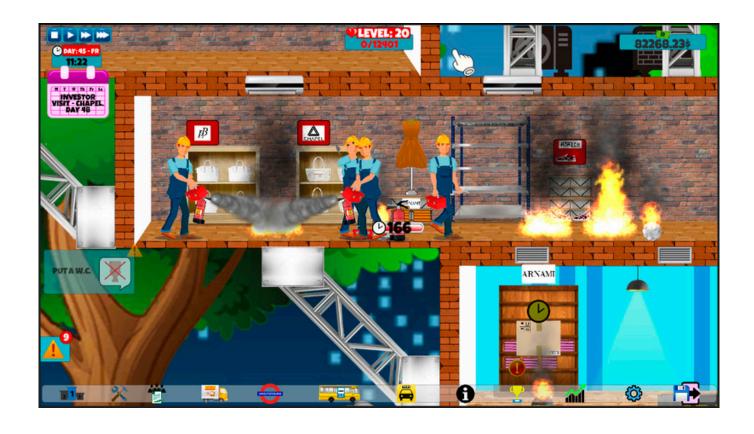
**Processor:** 1 Ghz Cpu

**Memory:** 512 MB RAM

**Graphics:** 128 MB graphics card minimum

Storage: 300 MB available space

English







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Beat the game in under an hour.... World War I is a real-time strategy game little like red alert but with limited units that can't be replaced.

Everything seems nice for a 2005 game. It's basically exactly the same as Soldiers: Heroes of World War II but without the technical difficulties.

The fog of war is your greatest enemy, having even foot soldiers destroying your tanks if you didn't notice it. It's a very enjoyable game, but there's no tutorial so you have to figure things out, having played red alert before, it's really similar in terms of play style. It's kinda hard to explain due to the similarities to red alert, 1 word, "Realistic" should explain it all and it's hell hard to play, regardless of your strategy, get prepared for heavy losses, it's like a suicide mission for every single mission.

I do suggest getting it if you like red alert and do recommend getting it during an offer.

Seems to me that the games made from Blitzkrieg engine are practically the same ... ... I would recommend people who loves risks to try it out and those who prefer less risk involved, try Soldiers: Heroes of World War II instead.. there's a fella Brian in there, hes a top notch dude. A+ Game!. This game is the best match 3 puzzle game that I've ever play.. It's a great idea for a game, it just doesn't feel right when actually playing.. Really hard and slow grind in the beginning, but the overall feel of this game really sucks you in.

You have to make friends to get anywhere quickly which is interesting.

I do not recommend playing this game solo, it will take you forever and a half to get anywhere. Make friends as you play, set up trading routes, and explore the world.

Only real complaint I have is how hard it can be to find some resources that you need to get started on a base, making for a really long, difficult, and grindy first 10 hours or so of gameplay. After that it becomes like Factorio in a way and explodes in complexity and intrigue.

Really looking forward to where this game is headed!. This game feels unpolished and rushed. When I bought it I was expecting a fast paced Canadian football game, instead I got a game where it looks like it was made from the late 90's, has limited plays, and players move at snails pace. The animations make players look like they break their spine every time they're tackled. Sometimes the playsheet disappears entirely and you just have to wing it, but it doesn't matter since the defense is brain dead and gets Mossed every play. Anyone who throws an interception in this game should rethink their life and take a break from sports game for awhile. Overall do not buy this game, if there is a more polished version in the future then go for it. Until then, burning your money is a better use of it than buying this game. A must-have if you want to enjoy the game

vertical scrolling shooter ,nothing special but not bad for £0.39. It's shooter on rails, but wait to judge this game. The sense of scale in this game is just phenomenal. Gameplay is pretty simple, but you'll be amazed by the feelings this game can give you. Haven't felt anything like this in VR until today. My expectations are exceeded.

PS:Sry for my bad English.. Liberal propaganda.. Strange, confusing, and hard.. I tried this on a whim. The game isn't worth the money. No challenge, or depth. I've seen better games made as a high school project.

It is bugged on the 8th map.. Completed the first mission on easy with only 1 scout car left but gave up 1/2 way through the second mission.

AI & pathfinding is supremely frustrating, enemy are crack-shots but your own troops can't hit a thing, units often don't do what you order them to do, sometimes it won't allow you to shoot a target for no reason...

## Definitely not recommended.

4 / 10 pith helmets. In the first hour or two of the game, I didn't enjoy it that much. I'll just say that bluntly. As you get more into the story though, it, and the characters, do become more interesting. I think my biggest criticism of this game is that it feels rushed. What should be 8 lines of dialog is 2, that sort of thing. I think if she aime towards her game being a 15-20 hour game, instead of a 10-15 hour game, there would have been room for more dialog, to not only expand on story telling, but also character development.

Because for a game where the lead character is a historian? We are left with very little information about the world. Without wanting to say much lest I spoil anything, my prime example is.... I still have no clue what the races are, or what the difference is between them. In classic fantasy, using orcs and dwarves and elves, there is a certain pre-existing knowledge that helps us understand the different races. I'm just not seeing anything, in game, to tell me how the races are different, aside from one has one style of wing, one has another, and the last has none.

## OK. Ripping into it that bit aside, what do I like about the game?

For one thing, the art is very attractive. From full character portraits to the face boxes for dialog, original artwork was used, and it was very well made, and grants all the characters individuality. For another, the story really is interesting, and I think my gripe above about how it seems you are never told a great deal about the world is such a gripe because I WANT to know more. The combat system is exceptionally well done, with a unique skill system. The tile map, for the world map, for dungeons, and for cities, is well made and detailed, which gives the game a much more professional look than you get out of most RPG maker games.

So, here are my pros and cons, though I would like to state that my overall opinion is a positive one, I am glad I bought the game, and I did truly enjoy it:

## Pros

- -Combat was excellent and requires thought
- -Story, which sparse for my taste, was still very interesting
- -Sierra Lee is a master at pulling the most out of the RPG maler engines, leading to very polished games with unique assest
- -Skill system
- -Closer to "erotic" than "porn," in that, while blatently sexual, the sex aspects are not the driving force in the game

## Cons

- -Short. It would have benefited greatly, in my opinion, from 2 to 5 more hours of gameplay
- -Bare in parts. A very few maps are much more minimalist that I would have expected. Some plot issues are rushed through when more detail would have been nice
- -No "quests" tab in menu. There are times where it is too easy to lose track of your objectives
- -Miss it an it's gone. Though usually for minor things, and not a big deal, this game has a few things that, if you do not find them the first time, you are out of luck. You missed it, it's gone. Though not a completionist, these things always bug me.
- -Art used in erotic scenes was reused enough to be noticable. I think as few 2 or 3 more pieces would have provided enough diversification it wouldn't be nearly so noticable
- -A few gameplay mechanics were never explained (affection between party members. most gains seemed plot involved anyways, and I have no clue what changes the effection scores grant)

My cons list seems longer, but in actuallity most of them are minor gripes, where as the pros really made the game a great experience. So, I want to reitterate, I am glad I bought this game, I did enjoy it, and I do recommend it.. Not a big fan of this, honestly, it doesn't seem to do anything well, because whenever something feels good like the fighting, it gets detracted from by something bad (like forced arena segments that almost always kill you or massively reduce your health). It's a decent game... It is fun to play but can be very hard to find a game at the most popular of times.

I would suggest buying this game to play it with a friend because 1v1s are very fun.

The only problem is the zombies gamemode does not work..

. If there was ever a game to perfectly capture what it feels like to be a ball of slime in a digestive system, it'd be this one.

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