Robotex Download Setup For Pc



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About This Game

Life on Earth is unsustainable.

Humanity must seek a new home but the only planet found is very hostile.

You were sent on a expedition to slay the monsters inhabiting the surface of this planet. In this adventure you end up being the villain.

Game contains two basic controls, many puzzles and lots of guns and enemies.

(10 guns and more than 20 monsters)

The game is hard.

Title: Robotex

Genre: Action, Adventure, Casual, Indie

Developer: YFYX GAMES Publisher: YFYX GAMES

Release Date: 18 Nov, 2014

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Minimum:

OS: Windows 7/8/8.1

Processor: 2.0 GHz

Memory: 2000 MB RAM

Graphics: NVIDIA GeForce GT 240 (or better)

DirectX: Version 10

Storage: 1 GB available space

English, French, Italian, German, Arabic, Bulgarian, Czech, Danish, Dutch, Finnish, Greek, Hungarian, Japanese, Korean, Norwegian, Polish, Portuguese, Romanian, Russian, Simplified Chinese, Swedish, Thai, Traditional Chine







I bought this pack before i even played the game xd. Great Room scale Music Visualisation, with HUGE potenial.

This thing BLEW MY MIND.

It is ONLY Early access and i cant wait to see all the layers of detail added to the visualisations in the near future. Including touch and control triggered effects (maybe transitions triggered by head moment etc., possibilities are exciting)!!!!

The beat detection has improved heaps since release and works great with my Spotify playlists. The effects wash around you and form in front of you in time with the music. There are waves and swirls and it is a sight to see.

I'm buying a copy for my friend and i cant wait to see the next update!!!!

PLEASE contact me if any testing or feedback is required.

KEEP UP THE AMAZING EFFORTS 4REAL!!!!. This game is awesome special when you a fan of the bud spencer and terence hill movies when i play it i feel like back in the 80' and a fantastic soundtrack love this game is fun i love the option to play all the songs in the option under jukebox is on sale right now on steam on 4-20 for 15.99 so get it before it get back on 19.99. i try to love this game, and try to bear the walking time, but sorry i cant take it.

this is WALKING SIMULATION, not borderland. Game which i don't recommend, you spend more time dying than playing it and it is a very short game.. Crash the game first 2 minute, would not let me cast. Boat un controllable All around BAD time. Will un install now.. As a big fan of the legend of the Minotaur and of graphical styles similar to this game (minimalist, celshaded, etc...) I had high hopes for this game. Unfortunately, it's can become boring quickly. I'm sure it picks up as you discover things (at long last) but navigating bland, repetitive corridors trying to find your way through the labyrinth can get old quickly. If the game were streamlined a little more from beat to beat, or if the gameplay were a little more complex it might be more worth your time. I'm glad to see developers presenting the story, but the delivery of the overarcing story could be better suited to a different style of game, perhaps.... This game has in-game advertisements lmfao.. Apparently focused on a very young user group.

Didnt like it ATAL

Very cool musical game, if you liked 140, you'll love this one too. Challenging puzzles\plateforming and nice soundtrack. The big oof: this game is very short, but it was really enjoyable. Really satisfying and stylish little shoot-em-up. The different weapon types are all fun to use, and the scoring system and game mechanics are simple enough for even casuals to get into it. In fact, all the achievements are totally attainable. The difficulty is very reasonable.

My only criticism is that the levels are a bit too similar, and more types of enemies or level hazards would have made the game more interesting. There's maybe not enough content to justify full price, but on any kind of sale it'll definitely be worth it.. "News Post:

20 JULY, 2018 - SUNDER

Create topics with ideas, and soon it will appear in the game"

January 12, 2019 ... still no updates despite suggestions having been posted. Developer keeps changing his studio and profile name like mad too, maybe he's my phantom twin?

30 minutes in and you'll have seen a good selection of the content this has to offer. Bought on sale, it's...weirdly relaxing, for what amounts to a clicker game with no soundtrack apart from the whanging and roaring inherent to a smithy.

It does have weird bugs though, and those are probably the majority of the negative reviews. Finished items rarely but sometimes fall through the floor. Character walking can break after picking up payment for an item, necessitating you crab walk everywhere until quitting and reloading. Finished weapon heads sometimes fall through the anvil before you can pick them up. Weapon heads often fall through the water tubs when you drop them in to cool them before final assembly. Picking and choosing what to craft will let you work around the losses while still turning a profit, but it's a constant worry and irritant.

If the above bugs ever get fixed, and maybe toss in 30 or 40 achievements as a reason to climb through the rare metal smithing, this could be a decent buy. As-is, ehhh. Maybe if you're curious and it's under a dollar? Great DLC, New character. Lots of new stuff. new Map. WHAT MORE CAN U ASK?!? Just buy it!. Carenado's Cessna 172N Skyhawk II is a great first-payware plane. When the 172N was being produced, customers were able to customize the 172N's panel however they liked it. Whether basic 6-pack gauges for basic VFR flying, or full blown IFR set with full radio and autopilot. However, Carenado decided to make this a VFR plane. Right off the bat, I will warn you that there is no autopilot, and it has basic navigation instruments and a basic radio. This is basically one of the perfect hands-on VFR airplane. But considering how damn stable the airplane is, with the right amount of trim, she'll fly just fine without control imputs and without autopilot either. I haven't flown IFR yet (IRL and in FSX), so I don't know if this plane is IFR suitable, but it might just be able to perform IFR flight, considering it has nav frequencies and a VORVOBS instrument.

Pros:

- Beautiful model and textures
- Very stable and forgiving
- Wonderful for VFR flying, especially cross-country
- Some features in the cockpit are movable\clickable such as the windows, sun shades, passenger seat, baggage door, etc.
- Excellent sounds
- Easy to fly
- Goes great with accu-feel
- Wheel pants are added, and you can choose a texture that doens't have them
- Haven't found any bugs with the plane yet Cons:

- Basic gauges and radio stack
- No autopilot
- o Can't swap radio frequencies
- No heading bug on heading indicator (this drove me insane a first)
- Panel night light is too bright
- Flies almost too stable, and has a flying-on-rails feel to it sometimes (accu-feel can kinda fix this)
- If you put the plane in a intentional spin, it will spin out of control and basically goes crazy if you hold it into a spin too long.

Overall this is a great first-payware plane and I highly recommend it if you are the type that loves VFR hand-flying and cross-country trips. This is also great for basic training.

I give this 172N a 9V10. So disappointing. At least I only lost 5.95

I miss you 5.95. Lovely sound track for a lovely game.

Just wish I could get the piano sheet music for tranquility. I would love to try and play it.

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