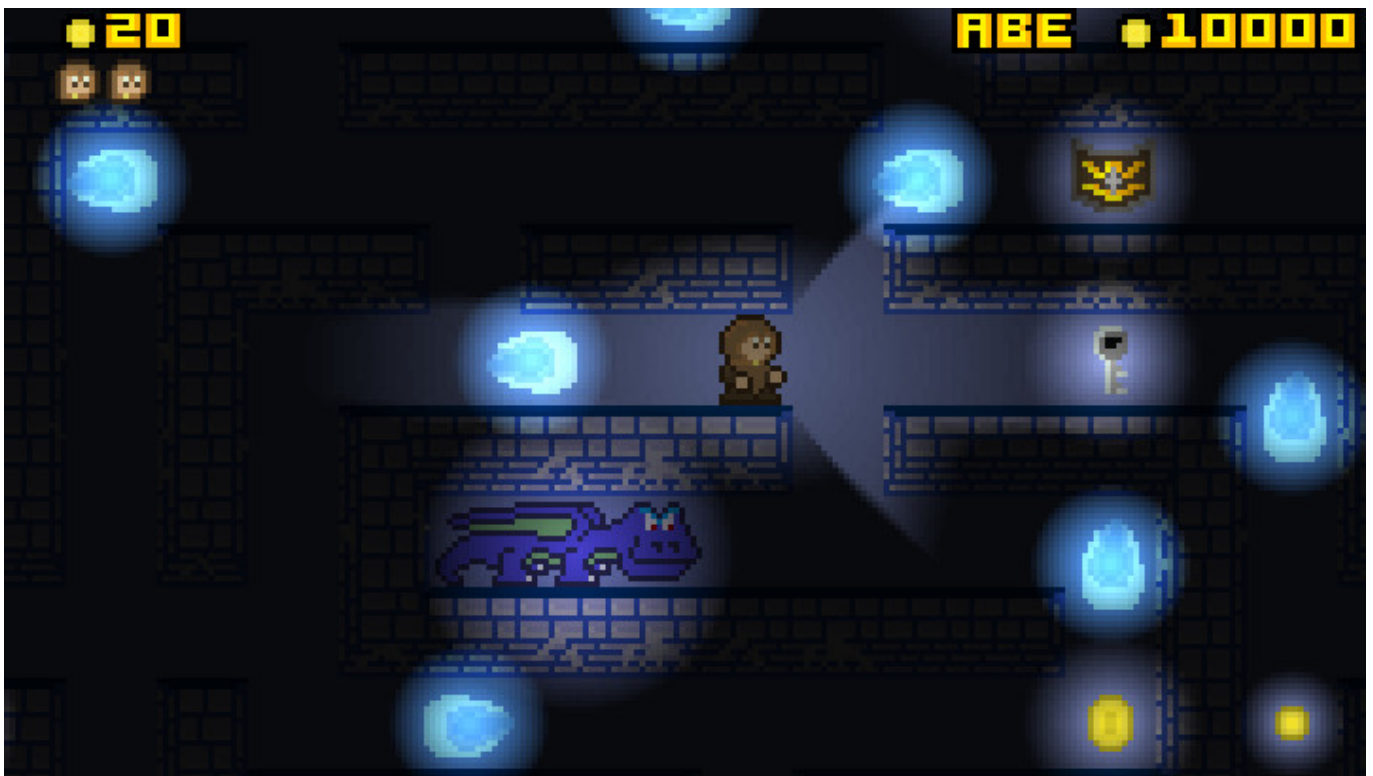

Konrad The Rocket Free Download [hacked]



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About This Game

*Our **GLORIOUS NATION** needs you! You will test the secret weapon that will guarantee our **SUPERIORITY!** The Project Rocket!*

*The tests aren't easy and we don't expect your survival, but that's how **HEROES** are born!*

Play as Konrad, a humble worker that is being forced to test a secret weapon.

Features:

- Project Rocket: It is actually a jetpack
- 75 levels
- Original soundtrack
- Inspired by George Orwell's 1984
- 20 achievements

-
- Made by one person

Title: Konrad the Rocket
Genre: Action, Indie
Developer:
Leonardo Alexandrino
Publisher:
Leonardo Alexandrino
Release Date: 16 Oct, 2017

b4d347fde0

English



Lovin' is what I got
I said remember that





After the devs fixed the issue, changed my vote back to a thumbs up.. j'ai un clavier azerty jeu impossible
. This is free, so why not? More specifically, this game offers a short, detailed experience. I don't want to spoil the story, but it's pretty good.

10/10. Well, that was a waste of my life... a good ten minutes I'll never get back. Don't waste your money--even though it's only 2 dollars. Buy a yoyo instead... It's much more interesting.. TLDR: Three out of the four golden weapon reskins are weapons that I actually use.

Support Specialist AA12: Used because of Scrales and Fleshpounds

Sharpshooter Handcannon: Used because of close-quarters bullet penetration ability

Berserker Chainsaw: Not used because of lack of movement speed bonus

Firebug Flamethrower: Used because of crowd control. Great start to a new adventure with Gail Pilgrim & company.

Here the main character starts out not as Gail but new character Maggie, and Gail & other characters from the previous games are re-introduced as the story progresses.

The pace of this episode is a little slow, deliberately, as the story (& mystery) unfolds & deepens as the story progresses thru each episode. This first episode is mostly an intro for the new characters & the lore of the game universe, & it sets up events for the new storyline. That being said, the ending is quite surprising!

The new series has an improved game engine & UI from the first series; inventory & using items is much more straight forward, & the option to run instead of just walking is fantastic. I also think the general level design is better, simply due to more experience on the dev's part, and I thought using the class tests to refresh/explain game lore was quite clever.. The game is cool and nearly addictive, but there is no ♥♥♥♥ing campaigns at all and only one singular survival mode...imo thats huge insufficiency of contents regardless how good the philosophy is. Upgraded ship is hard to hold up its rank after it became MKIV tank, because its actually a downgrade. Your size became too big, and mobility became garbage. After losing some hardpoints you are even losing half more mobility for the already slow af ship, and you won't regenerate it back. Losing the tank instantly set you back to MKII.

The game just require a lot of lot of improvement. It is cool but it is not good enough.. Can't even play it because in order to press buttons I have to search around until I find it.. Hovering over the buttons doesn't highlight them.. theres some sort of resolution error or something that I can't figure out.. \u2665\u2665\u2665\u2665ing Bad\u2665\u2665\u2665\u2665

This really has a lot of potential to be a fun HOG but it is so buggy. I wish I had taken the reviews to heart before purchasing but the others are right: many hidden objects require some intense pixel-hunting to find the exact right spot to click to get it to register. And then I encountered the game-breaking bug at the asylum and couldn't progress further. Really a bummer because the art and story were great.. I can't do it!!

The idea is decent. a detective game with puzzle mechanics is not that bad of an idea. But it is so insanely slow paced that i can't even get trough the bartender level.

If movement speed was 2x faster, i might not have gotten bored with it this fast.. I love this game probably one of the best ive played in a long time, please keep adding new stuff because this game is my favorite game now.. I have been playing this game since the begining and it has came a long way Graphics,Sounds Ai are all improved but Why O Why would they take away the option to define your own keys. Well they haven't for the most part but they have put is so you have tRotate the camera which NO one ever does and puts it eaiter on the left stick which everone uses for steering or the right stick which I for one use for acceleration and Brake. My set up on the xbox controller for the pc is left stick steer right stick as I said go and stop RB Gear Up LB Gear Down and RT Back Brake I find this comfortable smooth and easy to use I also put Look behind on the LT button but for some reason this game manufacturer has in it's Awesome wisdom desided to put a look around the bike on my keys, So in short Sort it out please and let me get a shot of this Awesome looking game Thanks.. I'd like to play this. But the keyboard control configuration is completely unusable for me, and only a very few of the bindings can be remapped. And the mouse sensitivity is far too high.

I rummaged around the game installation folder looking for a file that might me remap the keys by altering the file but I found nothing that worked.

For me, the game is unplayable as it is.. Amazing story. Great soundtrack. Fluid controls.

Wish there was more story.. Fun, but it's over-priced for the market.

There's no community, so expect to play this alone.

Also, the game is a little unbalanced with bad-guys. Stun shield's a little OP against certain hero classes. So, you are locked into play other characters, just so you can progress--so, not the best game design.. Very meh

Baroque as a Joke's review pretty much says it all. A comment on the review also adds that it was a free mobile app with easy wave, easy wave, impossible wave - just to get people to pay for extra content (which apparently is all present in the Steam version).

I can't be bothered to fact check that though or even tell you what that content is. In fact, I can't even be bothered to think of anything witty to say about this game. Those furry yeti looking things would make comfy merchandise pillows I guess.. Ardderchog!!!!!!

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