Rustbucket Rumble Download] [key]



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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



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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Cluncky controls and very arcade style dogfighting.

No community that keeps up the multiplayer base and random disconnects got me out of the mood...

. This is a great game.. currently in early access i love the concept and where it (may)lead to . I have some suggestions. Please include a freeplay to play skirmish matches against A.I. with difficutly level. I KNOW You will add more boards, but how about a simple straight one where one will turn right back after reaching the end making for more character vs character. AND how about just makeing a card only mode. Some people are already saying this is like hearthstone but with the dice and board. Well being as you guys love parodies, why not just own the fact that hey yes this is similar but not the same.... OR IS IT??! ahahaha... i know i'm lame.. but keep up the good work! amazing game. ALSO INCLUDE CUSTOMIZE DECKS! Where you can select a hero but that hero should not be confinded to their own specific deck. Have i can use all the cards from all the decks to build an unpredicatble and fun combination!. There is something about this game... It scratches an RTS itch that very few recent RTS games have managed to do! Takes me back to Total Annihilation or Command & Conquer. The gameplay is smooth and stutter free. Controls are intuitive. Units respond in a snappy and easy to maneuver way. All-in-all, it is a very satisfying game to play. The multiverse aspect is very interesting; I have yet to delve into online MP or the campaign.

I think the only slight thing that could improve this game would be mod support. Something akin to the SC2 modding community. Extra units, unique game modes etc, etc.

Highly recommend this game, great fun, lovely visuals. It's so nice to finally play an RTS that hits the spot of how RTS's used to feel!. Cool story but lacking in details a visual novel typically has. The emotional moments were sudden and lacking, this is a good VN for a relatively new writer.

The soundtrack is ok, you hear the loops way too easily for my liking. Unfortunetly not really worth listening to out of the game.

The art in this VN compaired to InvertMouse's other works is much much better, looking forward to more improvement.

Good but could have been better.. Welp... Not much to say about this game apart that it is one of few good jet flight games that are arcade with realistic elements in it. Controls are easy but mastering them allows to do things almost impossible, like out manuver SU-27 with A-10 with right use of controls (Ofcourse with major luck that you find a not good SU-27 pilot...)

not my type of game. why i cant play multiplayer??. i got this off humble and it gave me cancer. I have completed all levels for about 50 hours but why is the achievement level 99, 198 & 297 not open whether it is a mistake

- + Relax Sound
- Waifu is not sexy

Suggestion: Add custom bikini clothes. Mediocore Mega Man clone. I didnt really want to put thumbs ups or down yet, but it came little closer to thumbs down...

- + Playability is fine
- +\- Controls are tolerable, when you jump, you kinda "glide" in air
- Music is mediocore, nothing too catchy
- Level design is somewhat boring, there isnt too much of details around
- Enemies feel simple and nothing too special, pulled out of an \\v\v\v\v\br>- Hit recoil doesnt affect when touching spikes, that \\v\v\v\v\w\mathref{v}\v\v\mathref{v}\v\v\mathref{v}\v\m

If you are a Mega Man fan and enjoy these kinda games, it might be worth your while. Its just seems to lack creativity and/or effort.. But of course this is an amazing game. This is why you are here, just get it.

It is very difficult and I got stuck many times. Still, it is well worth all the frustrations.

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