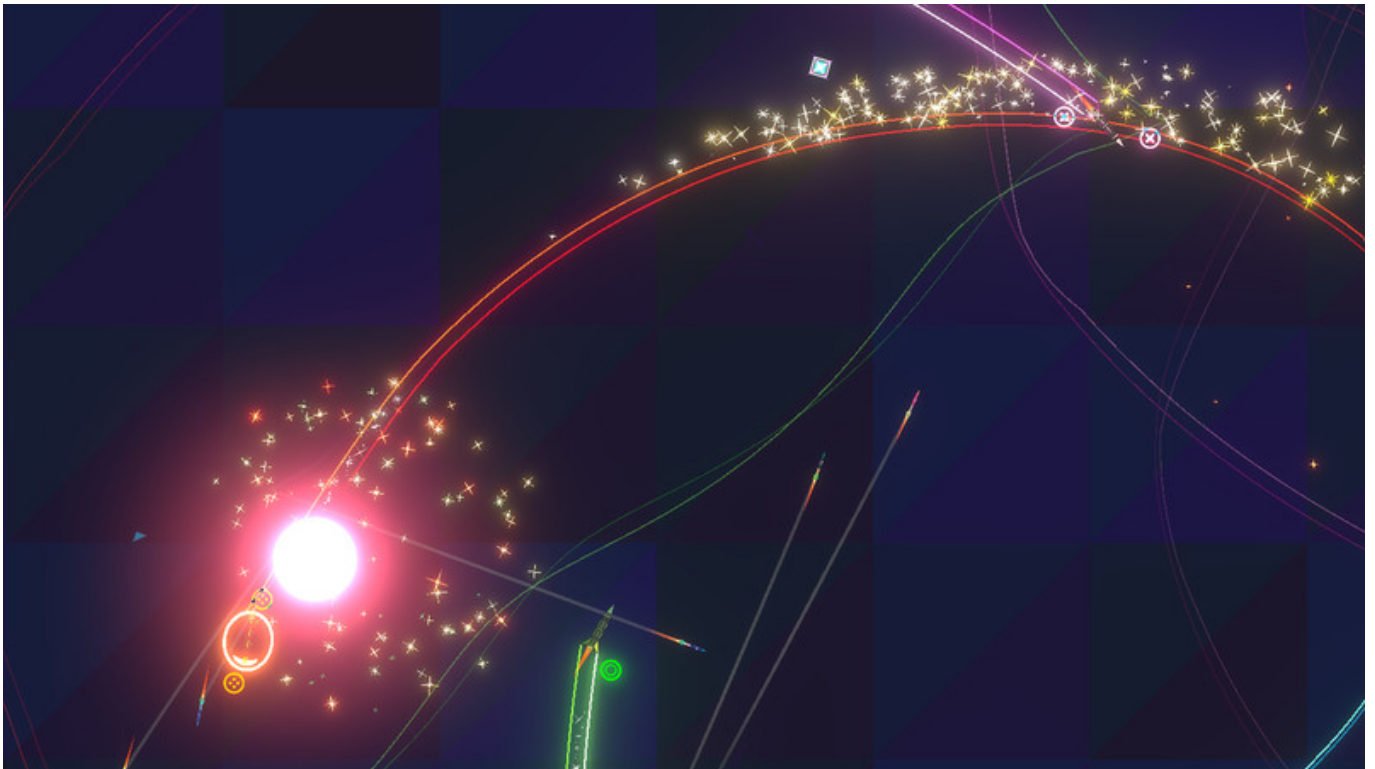

ROCKETSROCKETSROCKETS Activation Key Download



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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.
- **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

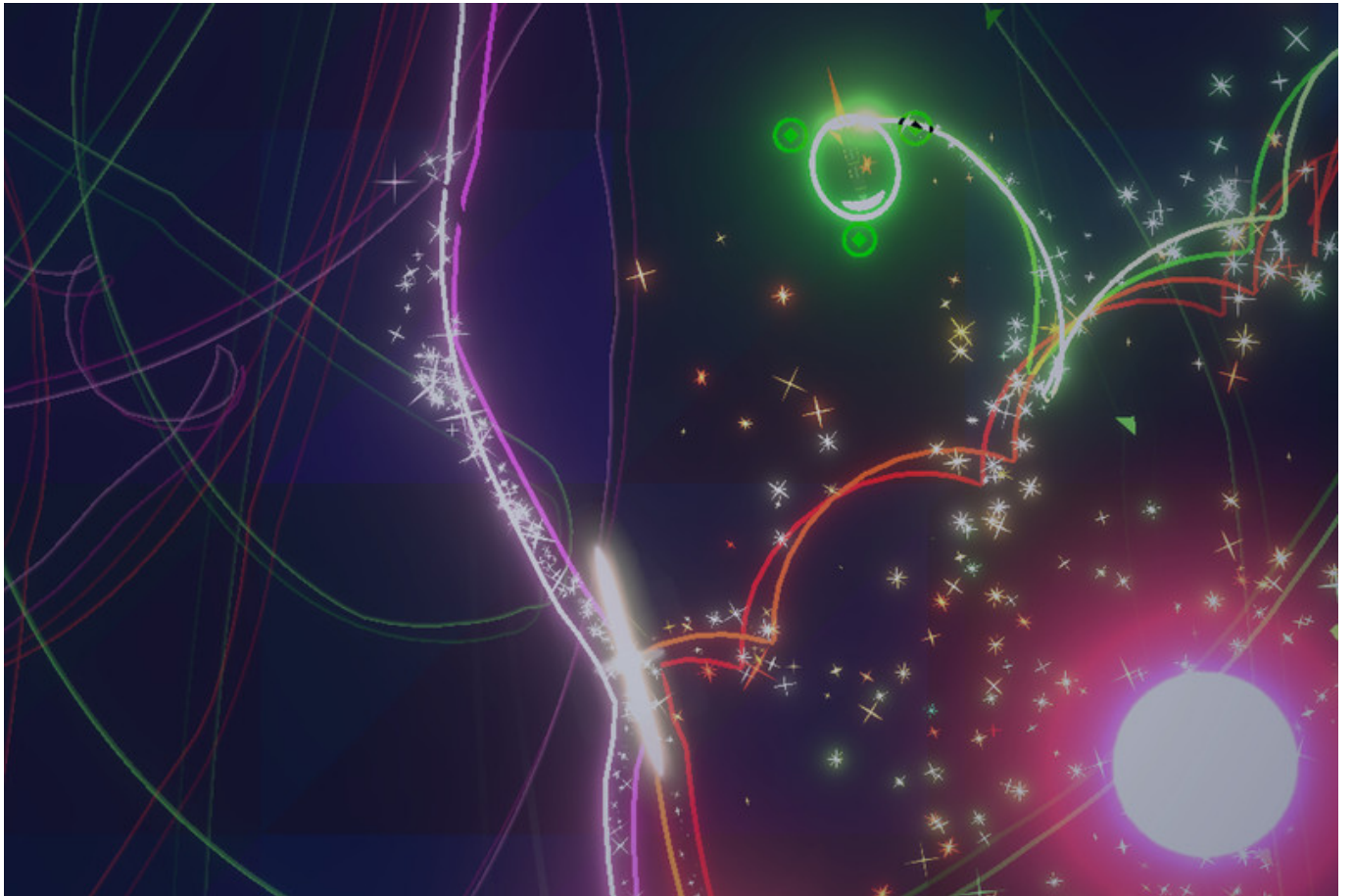
Graphics: Intel HD Graphics 3000 with 384 MB of RAM

Storage: 200 MB available space

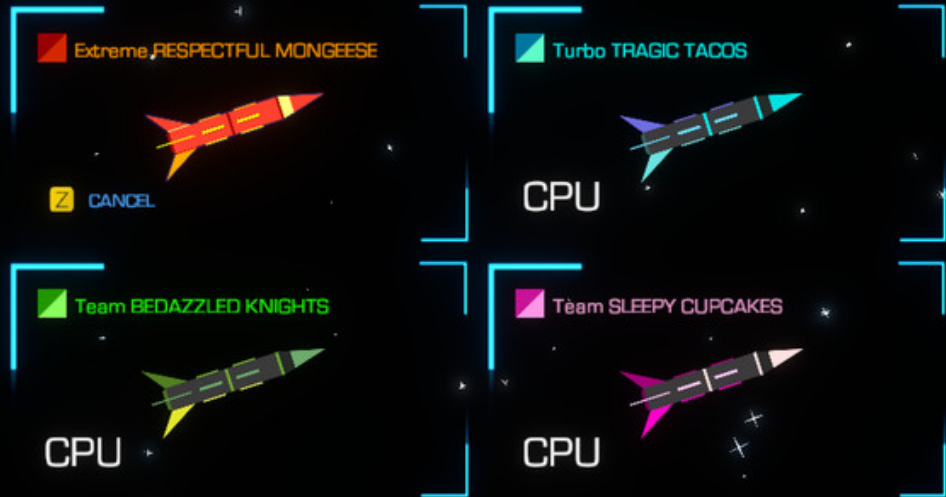
Sound Card: DirectX compatible sound card

English





Quickmatch



Keyboard is probably the worst part of this game ;(. **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.. Once online multiplayer comes out... HOOOOO BOOY. 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!. It's impossible to not get a pure rush of adrenal hormones while playing this game. An absolute blast to play, even if you're alone.. 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. Must buy for anyone remotely interested in couch gaming. I can see 100+ hours of brilliance in this title!. 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.. 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!

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!! So much fun and incredibly stunning just to look at! great music just wish i could get the soundtrack!! 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.). 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 sadden 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.

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