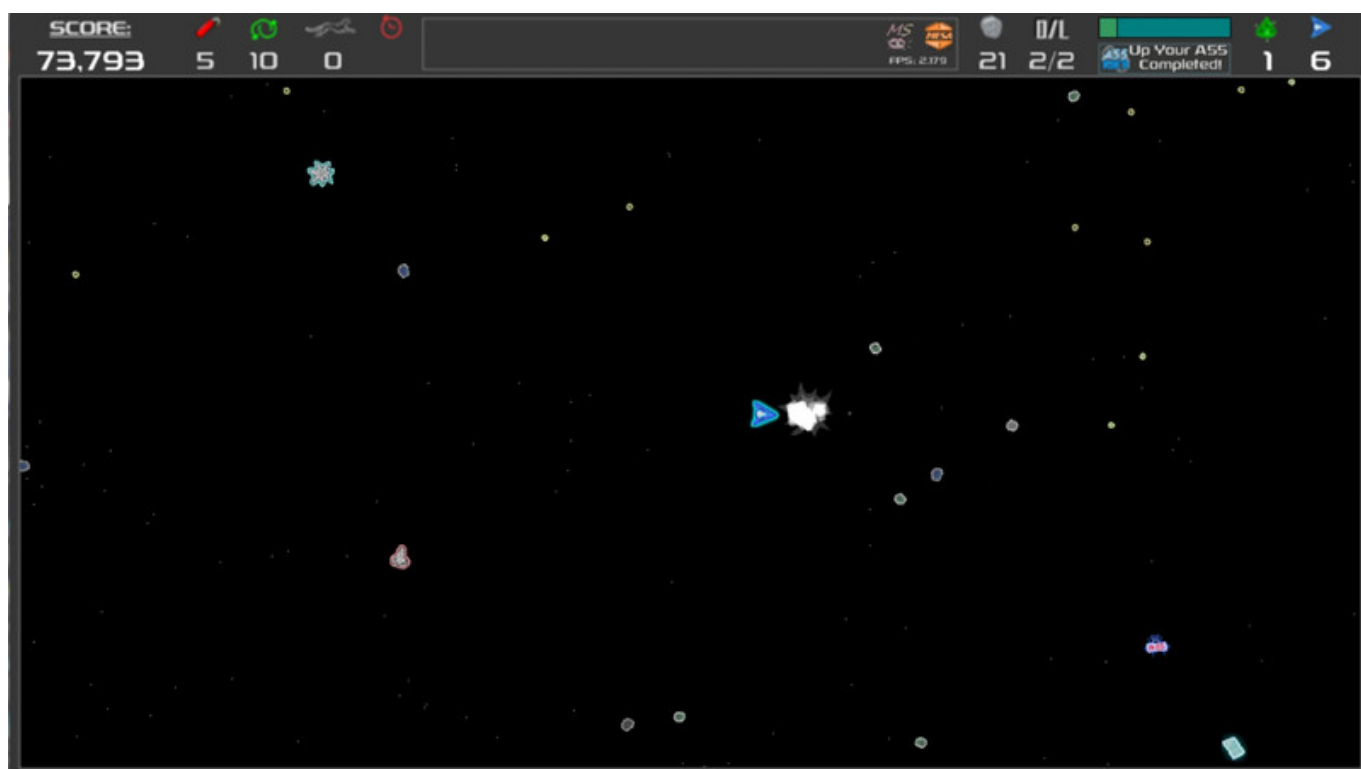

Rock 'N Roll Ativador Download [cheat]



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About This Game

ROCK 'N ROLL!

CLASSIC RETRO ARCADE ACTION!

Built entirely from the heart and passion of a true "AsteroId" fan as a child growing up in the 80's, Rock 'N Roll is a unique arcade action shooter that puts you in full control of Earth's fate! With thousands of asteroids putting our home planet in the danger, it's up to you to blast away as many of these space rocks as you can before your demise. It's not a question of "if" you will die, because you will. The question is how many asteroids can you clear out before you die, and how much fun do you have while taking the O.S. game players, thousands of families, and even you by the keys to saving the Earth and your loved ones back home every year at your ship base.

Rock 'N Roll offers exciting old school arcade action goodness and it's own clever way of using the universal reward idea to help you escape dangerous situations when you feel surrounded by incoming rocks. The "No-Bomb" attack explains the latter part of the name of the game and can be used to avoid your ship in movement pending motion detecting anything in your circular spinning path. The risk part of using a No-Bomb attack comes when the No-Bomb attack is triggered and will send your ship flying at a very high speed in a completely random direction. You might be sent on a safe path after your devastating No-Bomb attack completes or you might be headed right into another asteroid if it's not possible to dodge speed!

CRUMBLE!

Every Asteroid Presents Intense Shattering Danger!

As part of the risk versus reward aspect of this game, you'll also score big points for surviving "Stone cold". Another you are blowing forward at a minimum speed of 20 or higher and normally escape colliding with an asteroid if any you, you'll score 1,000 bonus points and lose a starburst level as well as use the bonus score drop when the next bomb occurs!

Asteroids are not the only thing you'll need to avoid in Rock 'N Roll as the game also offers aliens that will look to destroy you and end your game early in a number of different ways. The kamikaze space worms will search for you and when you are spotted, it will home in on your ship and blow itself up when close enough and the explosion will pulverize both you and the space worm. That's not all it can be shot down and destroyed first with a handful of blasts from your space ship! The Mini-Destroyer (Droopy Asteroid) will float randomly across your screen firing a high rate fire in random directions, covering both asteroids and you. It's like you hitting the asteroids right around the point they're out in a high rate fire of the asteroid's own blasts. The remaining asteroids on your screen into a nightmare of smaller asteroids which can quickly kill you. The Mini-Destroyer (Droopy Asteroid) is a type of asteroid that will only fly through the danger of a difficulty of 2 or higher. Should this nasty space blob come onto your screen, you'll need more firepower than the standard asteroids. Only one asteroid (Droopy Asteroid) is allowed to destroy you. Each shot from the O.S. can and will fire a very high chance of causing asteroids to "crumble" into smaller asteroids and smaller rocks. The "No-Bomb" attack you might want to be careful of getting too close to that bloody monster as well, because it does not "blow" itself up and only use the standard blast!

End level boss ships look to destroy you for all of your hard earned and valuable resources that you've collected each level when you get the chance to hit them at the Galactic Space Station between levels. Should you defeat this boss, you'll get the opportunity to sell all of your resources like iron, cobalt, platinum, and titanium in the store of the other two planets in the game. There are no other resources that drop from the asteroids you shoot. Each with it's own time and energy time you use at the Galactic Space Station, the value will change just like a living, breathing market in space.

RISK VERSUS REWARD GAMEPLAY!

G.C.O.S. gems can be captured in the asteroid blasting main part of the game by simply blasting asteroids into oblivion. Every asteroid shot will knock 10 or less G.C.O.S. gems from the upper right side of your screen. Once enough asteroids have been shot down to get to this progression level, the next asteroid shot will capture a G.C.O.S. gem which will float through the danger of any remaining uncollected asteroids for a short period of time and a "burst" of gems will fall to let you know of the opportunity at hand. Simply maneuver over the G.C.O.S. gem and collect it and increase your chances of saving the Earth, but if you run into them, the G.C.O.S. gem you've worked so hard to make yours will be taken into a black hole planet at over your screen!

Another way to gain power (another opportunity to use a G.C.O.S. gem) is to use the earth at the end of each level. Rock 'N Roll is found at the Galactic Space Station station that will give you a chance to collect a rock each level. If you have enough money, you'll be able to purchase a single G.C.O.S. gem in a fluctuating price every time you visit the Galactic Station, but the price will change every time you visit the Galactic Station. This means you'll have to decide if buying an asteroid G.C.O.S. gem will be better in the long run than other options like buying G.C.O.S. gem protection which could save your life and extend your game as well as many other options available.

MEMA PROTECTED	MEMA PROTECTED	MEMA PROTECTED	MEMA PROTECTED
2/1	2/1	2/1	2/1
0	0	0	0

BLAST ROCKS FOR THAT G.C.O.S. GEM! BOMBED THAT COULD SAVE COSTIN!

A wide variety of rocket power-ups that drastically change the dynamics of the game for the short period of time that each power-up lasts is also an integral part of this game. Power-ups such as "Cannon Ball" will send your ship flying at close speeds through through asteroids and asteroids, allowing you to rock up points and score more much faster while other power-ups collect more points and resources to make you live a longer life and a power-up that will send you into a field with endless energy bouncing off the edges of the screen and the "burning" it. More than a dozen different and exciting power-ups are available in Rock 'N Roll, and each one offers it's own unique and special advantages that can help you succeed. Some power-ups can be purchased at the Galactic Space Station which you'll visit between levels, and some can only be obtained by collecting them during your last mission level.

Galactic Space Hub Resource Selling

Resource Acquired:

SCORE: 1000	BUY TO POWER UP
SCORE: 120,397	BUY TO POWER UP
SCORE: 120,397	BUY TO POWER UP

SEE YOUR PRIZE LOOT! GALACTIC BUY POWERUPS AND COOL STUFF!

SHIP UPGRADES

BUY B.E.A.T. PROTECTOR	BUY B.E.A.T. SHIP	BUY B.E.A.T. SHIP
5,179.827	5,179.827	5,179.827
BUY B.E.A.T. SHIP	BUY B.E.A.T. SHIP	BUY B.E.A.T. SHIP
5,179.827	5,179.827	5,179.827

If you decide there's a little something in it if you just get bored out there in space you can use a little fact along with an empty aluminum beer can to catch yourself a little when needed. This space item called the "A.S. Kicker" will take the asteroids and send along while you bouncing harmlessly off of the very space rocks that can end your life! In fact, the A.S. Kicker will just need your attention to your ship's sensors will always tell you exactly how many of a specific resource is needed to build it. This resource will change every time you visit the Galactic Station and every other time a single bit seem to cost too much! That's okay though, because while the A.S. Kicker cannot be purchased at the Galactic Space Station, it can be found in random power-up drops!

ZeroPoint Deviants is the newest addition to the game, and much like the A.S. Kicker is one of many add-ons that have been added to Rock 'N Roll since it launched in the summer of 2013. It can be picked up in a random drop or purchased during your game of purchase for a price at the Galactic Space Station between levels. Once one of these bit boys is in the ball game, you'll be in the store, and you'll be in the store to both fun to use and game changing when used effectively. Just be sure you're careful as you can come outside of all of your really A.S. Kicker and you're ready with it!

HARD ROCK MODE HEATS UP THE ACTION!

If the normal game mode of Rock 'N Roll isn't enough to keep you challenged, or if you need just a cooler game with variations when the heat rock mode is that's exactly what you are looking for! In this exciting and fast paced mode of play, you'll move around with the agility and speed of a lightning bolt, but at a much faster speed. Floating about space will be hurled at high speeds directly at you from all angles!

One thing all you get in the Hard Rock game mode, and every second you stay alive will earn you points just for staying in the chaos! Sometimes, there are health pick-ups that can restore you health when you get hit and bomb pick-ups that can destroy every rock on the screen!

- * Both game modes have their own high score list on Steam, so you can compete against your friends and against players around the world to be the "best Rock 'N Roll legend" ever!
- * Rock 'N Roll is controller supported.
- * Resolution options as well as sound options to adjust the master, voice, effects, and music volume individually are available in the settings configuration.
- * Configuration of your own keyboard layout for controlling your ship is supported by selecting the "controls" option from the main menu of the game.
- * Rock 'N Roll offers more than 100 Steam achievements!

Rock 'N Roll looks to bring back old school arcade gaming goodness, offering a high replay value, addictive gameplay, and a new twist on the idea of game modes. All these things are what you hope in that any and every fan of the classic "AsteroId" arcade game who plays this game with their friends and loved ones in a brand new and fresh game built with a passion to "make games fun again".

Title: Rock 'N Roll
Genre: Action, Indie
Developer:
ZaxtorGameS
Publisher:
ZaxtorGameS
Release Date: 28 Aug, 2017

b4d347fde0

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

GALACTIC SPACE HUB

Ships: 2

Sell your resources for either points or cash!

CURRENT SCORE:

51,074



Score Value in Points:

1,615 points each = 3,230

Resource Acquired:

You collected: 2 Gold clusters



TOTAL BALANCE:

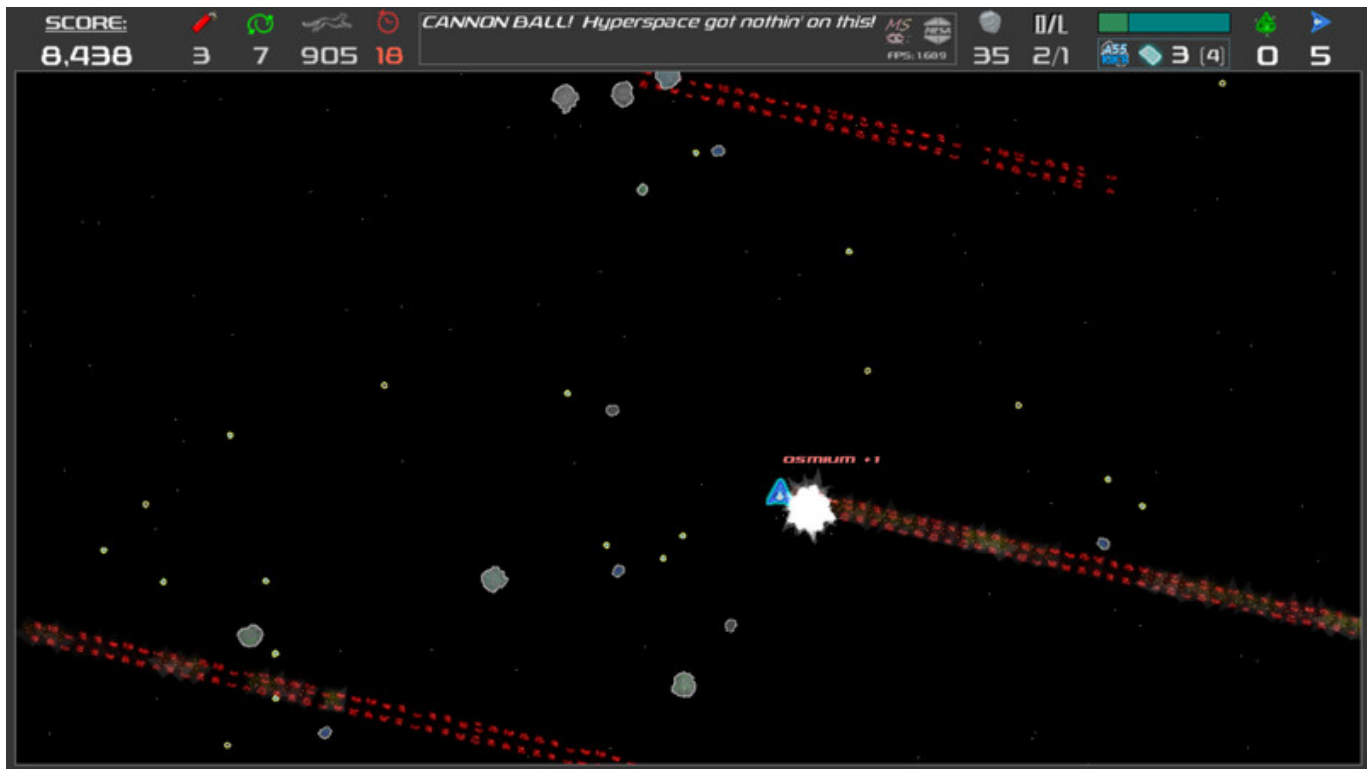
\$ 219,214



GalaXcash Value:

\$ 19,105 each = \$ 38,211

Extra ships are earned at 20,000 points, 50,000 points, and every 50,000 points afterwards.
After surpassing 1,000,000 total points, extra ships are awarded every 100,000 points.



GAME OVER

You Failed To Save Earth!
...Maybe Next Time!

Your Score:
43,359

Total Asteroids Destroyed:
174

Huge: 3 Large: 9 Medium: 31
Small: 65 Chunks: 66 VDS Chnks: 0
Crumble Frequency Rate: 27 %
VDS Chunk Percentage: 0 %

Your Overall Grade: **F**

Total Cash Earned: \$70,643

Total G.E.O.S Gems Collected: 0

Chance at Saving the Earth: 0 %

Average Ship Travel Speed: 164

Super Close Call Escapes: 0

Extra Ships Earned (Points): 1

Extra Ships Collected: 0

MESA Levels Purchased: 0
G.E.O.S. Gems Purchased: 0
Spi-Rolls Purchased: 0
Ship Rotate Speed (end): 1/9
Ship Fire Power (end): 1/8
Power Up Time (end): 0

Press Start Button To Play Again or Y Button to Exit Game

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This game takes me back to my childhood. I think it was inspired by my second favorite arcade game Astroids by Atari. Rock 'N Roll has the same feel but eanough differences to make it unique. I really enjoy the boss battles like the giant astroids . Im looking forward to many hours of this game I can't recomend it enough.. This game takes me back to my childhood. I think it was inspired by my second favorite arcade game Astroids by Atari. Rock 'N Roll has the same feel but eanough differences to make it unique. I really enjoy the boss battles like the giant astroids . Im looking forward to many hours of this game I can't recomend it enough.. Love it! Although there are some minor flaws (expected at this stage of developement), this game has a lot of potential and is defenetly worth the price

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