Robby's Adventure Download For PS

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About This Game

Robby's Adventure is a side-scroller platformer game where you will guide a robot named Robby through numerous obstacles and challenges. Sometimes it will be too easy and sometimes very hard. Sometimes you will have to slow down and sometime run with all your legs.

Robby came to us from another planet and managed to get a real friend.
The boy liked to play with Robby very much but once the misfortune happened - Robby was broken.
Boy's parents gave the toy for repair and then our adventure begins.
The factory manager quickly realised the this was more than a toy and decided not to return the toy to the boy. He wanted to research Robby and use it for his own purposes.

Robby decided to fix himself and return home. But it will be really hard...

Key Features:
- Gamepad support
- 3 main groups of levels
- Bosses
- Smooth presentation of the story
- Dynamic gameplay
- Competitive bonus level with Steam Leaderboard

Title: Robby's Adventure
Genre: Adventure, Casual, Indie
Release Date: 29 Aug, 2017

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Minimum:

Requires a 64-bit processor and operating system

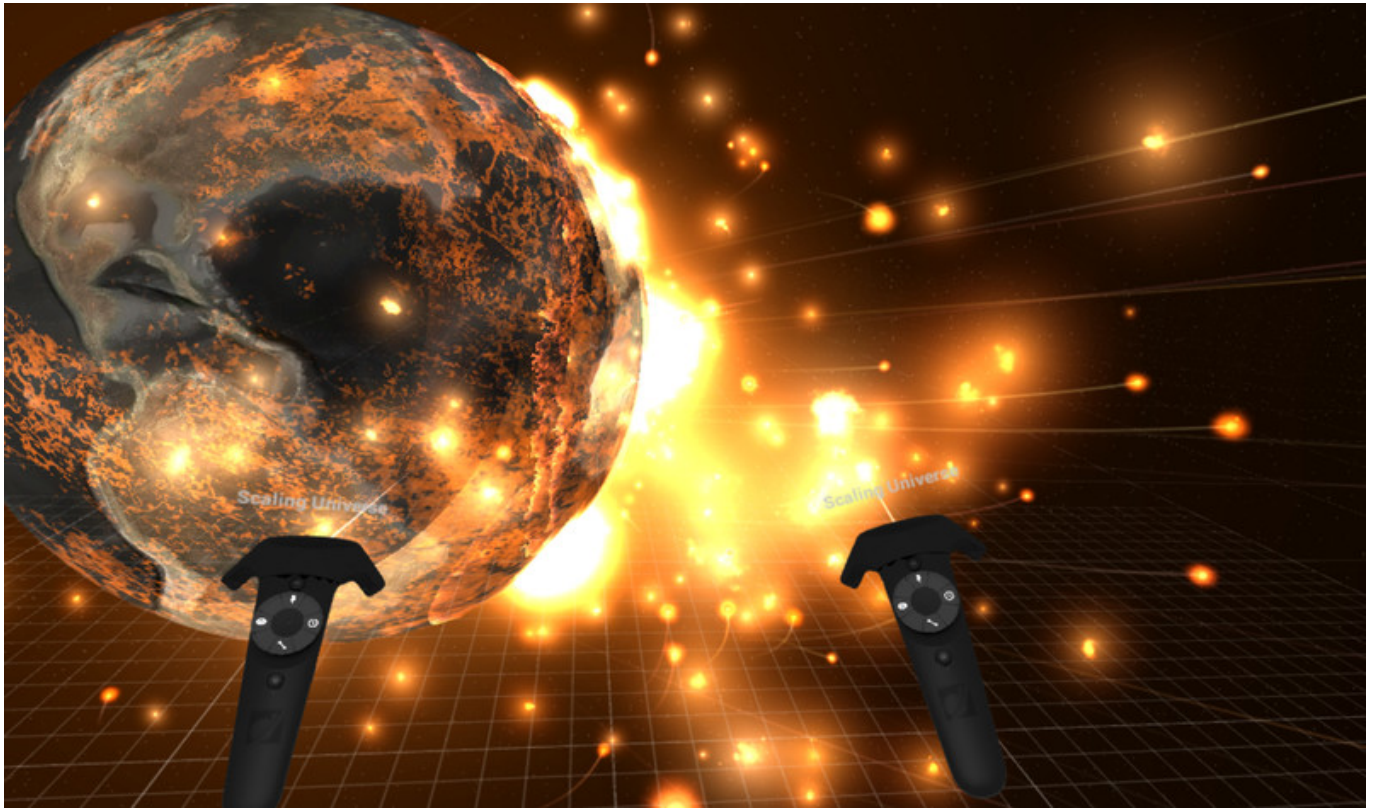**OS:** Windows 7 SP1 (x64)

Processor: Intel Core i3

Memory: 4 GB RAM

Graphics: GeForce GTX 460

DirectX: Version 11

Storage: 4 GB available space

English,Russian

(x1.5) 60096 Best: 354827
Rituals: 23 Plots: 5
🏠1/1 👤1/3 🍶0/1 ⚒0/0

Requires

Gorekeg the
Worker
5⚙ 5☺ for 1 💙
Worker
"Gremlins will toil
endlessly to
produce additional
scrap and gear for
you.
—J. Hubman"

🔺26/26 ⚔0/21 🔥20/20 💀31/31
❤23/23 🛡23/27 ⬛17/28 ⬤0/25
Wave 6 = Heroes are preparing

✗Defeat Heroes 22/25
✓Gather Ruin 50/50
Plot: Collect Some Items!
Reward: Legacy Champion
✗Collect Items 0/2
✓Time Limit 42/60
⚠+1 Max Loot for completing a ritual!
★Gremlin defeated Mafock the Firm to become
Gorekeg the Worker!

Harrowing Hallway

Brash Breather

A short, simple and moderately sweet little...well, "hack 'n' slay"-style game, oddly enough...which will in any case ensure that you won't wank for a week. Think of it as a "clicker" game with movement and a tiny bit more skill\/reflexes\/strategy required (though you'll occasionally use your other hand also, to hit hot keys).

  Hey, it's no great shakes, but it's certainly cute 'n' fun enough in small bursts, and a nice change of pace from all the more "serious" games out there. Nothing wrong with the price, either, but if you're going to bring anything approximating expectations to the table, you may want to wait for a sale.

Verdict: 7.5\/10.. It's particularly well-written with a colorful vocabulary fitting for the time period it portrays. Two things that irked me: personality stats and the ending.

The personality stats, as is a problem with many ChoiceScript games, force you to lean towards one trait or the other if you wish to enjoy success on certain choices. For example, the game has a stat for Blood\/Melancholy. Now certain situations the game presented made me feel optimistic while others had me worry. Responding accordingly didn't feel rewarding as it seems no choices favored having balanced Blood\/Melancholy.

The ending felt a bit lackluster. Of course the game isn't so grand that it will have you slay dragons or save the world but it lacked some sort of decisive epilogue that would tell the tales and legends left behind by your character. The despite the high renown and top-rank position my Fool ended up with, the last bits of the game said little more than, "You did it! Congratulations!"

Despite those bits, I highly recommend giving it a shot. It's good fun, a quality read, decent length, and has ample branching narratives.. I enjoyed the game, the challenges and the achievements. BUT the story lacked character, I was excited to see the name of Angela's Wedding Disaster. I thought to myself, finally Angela is also gonna have a grand wedding and meeting her prince. The title is misinformation in my opinion, all you do as Angela is work at different boutiques, THAT'S IT!! The story really lacked in a STORY, I'm really disappointed with the whole concept. It's like the developers ran out of a story and just released this game to add it to the collection. Not recommending this one!!. Overall, this is a fascinating experience! The Hacker Evolution series is a serious treat for the geekiest gamers. What makes it unique and positively special is that it's essentially played by in-game console commands! There are no other games I can name that utilize this as a core game mechanic. In fact, I wish Watch_Dogs played less like Grand Theft Auto and more like this.

My only complaint is that there are a number of points within levels that feel like "Guide Dang It!" Either my brain is not up to snuff, or the levels barely give a clue (if at all) on how to complete the objectives (such as figuring out the names of all the servers for each level). Fortunately, it is ridiculously easy to add content and your own levels with provided mod tools. This gets even better, because the main game levels are treated the same way, meaning they can be opened up and used as an answer key or even changed to the players' liking.

The overall scope of the game is small and simple, but it definitely uses that scale to the best measures possible. A 10-dollar price tag may be a bit iffy for some, but if it were for 5 dollars, it's a must-buy!. Can I use the box that's meant to be put on the button to block the cage gate from coming down? Nope, gate clips right through it and the box bounces around. No lateral thinking here.

If you like puzzles and you've a yearning for something after completing both Portal games, buy The Talos Principle instead. Or even The Turing Test. Or Magrunner. Not this.

God the voicing is terrible. I'm guessing the dialogue hasn't translated brilliantly to start with, but the voice direction more than the acting is pitiful, like Saturday morning cartoon bad. Hopelessly miscast and dreadfully characterised, the voices of your tormentors are painful to endure, and they just won't shut up. The soundtrack is aiming for the unsettling ambient of Portal but misses: the graphics are passable but not a patch on fellow indie title Event[0], and other than the now-obligatory sinister grafitti there's precious little passive worldbuilding on display.

Seriously, don't bother. Frustration without even a worthwhile payoff. Oh and why does your character scream in a woman's voice when the EEEVIL warden refers to your character as "he" ("If he dies in there I'll buy you a beer")? The experience of

playing this game was akin to having a whoopee cushion squeezed in my face. Actually that would have been more entertaining. And shorter.. Great good old game.

stands the test of time for me.

i played through this game as a kid, bought it back on steam coz i wanted to try it again.

havent played it much yet, but hey, its fairly cheap.

defo worth the money.. The game is broken in every possible way. i dont like the level thing you need to be like lv 7 to equip a lv7 item

. Boo Bunny Plague is a mentally deranged game about a rock-and-roll enthusiast robotic bunny and his equally strange pals on an epic quest to slay the Norse gods.. A game whose tedium makes tooth extraction without pain killers look like the best time you'll ever have. You start with a ship that is as tough as wet tissue paper, and every ship after the fact is just a slightly higher grade of wet paper that costs more in time and effort than they really should.

Combat lacks any degree of finesse or preciseness; you click on a vague area of space and your ship just putters along without giving you any means of making sudden course corrections to avoid fire. Combat is something to be avoided... if you can manage it. Be sure to always pack an EMP, because there's no other way to outrun your enemies. Of course, if you don't have one, expect to have your ship destroyed, lose whatever secondary weapons you do have, all of your missiles and get stuck back in the starter ship, losing whatever modules it can't equip.

My only regret is that it took me too long to finally get around to playing this, because I cannot get a refund. Don't make the same mistake I did; avoid at all costs and find a better, much more fun space sim that doesn't go out of its way to punish you for daring to try and play it as anything more than a trading\/mining sim where combat is something you should never try, because all your ships and options suck.

Rating 7.5\/10

What is it?
2d sidescroller, controlling a ship to solve puzzles using water, lava and a magnetic liquid to save your crew members.

The Good:

+ The game's main premise has you navigating the enviroment, destroying the environment so that water and lava can mix forming new terrain for you to destory and progress further along. Keep in mind this is a simplified version of the game, as you progress the game introduces some new mechanics and ships to keep things varied.

+ Combing the different liquids together is really cool and adds a fresh new gameplay idea, combining different liquids together provides different results.

+Graphics fit the enviroment nicely

+ Some cool boss battles

+ Achievements are easy to get and shouldn't provide too much trouble.

The Bad:

- The game doesn't really take its ideas far enough leaving a very easy game. The game doesn't get that much harder as you progress either. I was a bit disappointed when I beat the game.

-Roughly 3 hours long, 5-7 hours if you go for achievements.

Conclusion

Although I had fun, I felt the game was a bit basic for my taste. I would have liked the game to be a bit more challenging especially in regards to the puzzles as the game does introduce some cool elements later on in the game.. Fun little cardgame, but not worth full price imo due to it being rather short and don't feel very polished in some aspects, such as the city overview aswell as large parts of the world map you never visit nor is there any reason to do so.
However the basic gameplay is entertaining enough, even tho I did miss some more depth in it.. It reminds me old school classics like "Prince of Persia" and "Flashback"... Nice graphics and ambience :)
I have to play more but it seems really hard xD. WHERE THE "F" ARE TMNT ???. I can't stand the keyboard controls. I don't play console games often and don't have a way to hook up a contoler to my computer. If I could bind the controls to different buttons it would be fine but you can't so I can't recomend this game. I love everything else about it and have seen gameplay of it. The prompts are even wrong for telling you what buttons to press for things. It's really a shame.. I wanted to leave a review as I'm pretty confident, with only 89 current reviews; that the developer may see it.

Firstly, I like this game for what it appears to be. To me this game appears to have been created as a first real use of the developers core skills in the field and as such, represents a very well designed game given the basic coding knowledge present.

The assets used have reasonably high resolution textures and are high quality (except for the obviously hand-made red 'shootable fuse box' which sticks out as not part of the original asset pack used) and therefore they are, along with good lighting, at least remotely nice to look at, allbeit a little monotonal grey.

To be honest, I'm enjoying plinckering around flicking switches and the puzzles are not difficult (at least as of level 3). The combat is basic, but the wepon designs are great, the "assault rifle" is actually quite satisgying to use, albeit underpowered for some fights and the enemies are of good quality and are at least relatively well animated.

I bought the game for 50p (GBP) and I am getting more that I expected from my 50 pence worth - it's not the best game I've ever played, no, but it is certainly one of the better games at the price point and, provided you don't mind solving puzzles, will

keep you happily entertained.

NOTE: In level 1 tehre is an obvious typo! See if you can spot it...:)

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