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## Rock, Ken, Bo Cracked



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### About This Game

Rock, Ken, Bo is a 2D fighting game based on Rock, Paper, Scissors. Quickly switch between rock, paper, or scissors to attack your opponent accordingly. Rock, Ken, Bo features 6 gameplay modes to challenge you and your friends with as well as a single player story with multiple endings. Do you have what it takes to become a true Rock, Ken, Bo master?

**EPILEPSY WARNING:** Portions of this game can have rapidly flashing screens which may have the potential to trigger seizures for those with photosensitive epilepsy.

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Title: Rock, Ken, Bo  
Genre: Action, Indie  
Developer:  
Xelphyre Games  
Publisher:  
Xelphyre Games  
Release Date: 4 May, 2017

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**Minimum:**

**OS:** Windows 7

**Processor:** Intel® Atom™ Z3735 or AMD A4-6210

**Memory:** 1 GB RAM

**Graphics:** Intel HD Graphics (Bay Trail) or AMD Radeon HD 6310

**DirectX:** Version 9.0c

**Storage:** 500 MB available space

**Additional Notes:** For 2 player PvP, 2 controllers are required. XBox 360 controllers are the recommended controllers to use.

English





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Portrait and Unit skins are decent enough. Shame there's not more of them - very doubtful that there's enough content in this pack to justify buying this at the full price.

As long as you're buying this during a Steam Sale, however, there are far stupider things out there that I've spent \$3 US on. Tentative recommend as long as it's on sale.. The lack of a free camera annoys me, its fixed on specific angles where i dont see why, making it hard to guide your snakes sometimes. Controlling them is a bit cumbersome too, but ironically easier on the harder levels (as theres less options) It's an alright concept, but i wouldnt say its worth the price.. Bad Hotel is a very strange tower defense game...if you can even call it that. You are doing what you can to protect your hotel by adding blocks to it that either shoots, gives you more money or other helpful things. The mechanics are based a lot on a beat so the closer to your hotel you build something the sooner the beat will reach it to trigger it but on many levels this can be overlooked and its more important to build the right block then the placement of it (in my personal experience). Not a game I can recommend as it feels quite shallow and very "meh" in lack of better words.

Most achievements are tied to beating the boss in each zone and if you are only in it for achievements you can just skip all other levels and only do the boss fights. There are some major grinds in the game, but thankfully one of them (100,000 rounds fired) can be done while idle if you build things correctly, follow the guide in the community hub for ideas).

**Time to 100%: 3-5 hours (depending on luck). LOCAL MULTIPLAYER!!!!!!!!!! :) :) :). This is a great game - nice cute stylised graphics, animations and sound, very replayable, and quite a lot of stuff you can do considering the price. My girlfriend isn't a gamer but when she saw it she ended up buying it herself too.**

If you enjoyed The Sims, Civilisation or The Settlers then you'll enjoy this. If you're grounded in reality, bored, and seeking for inspiration and courage to muster this life filled with real world problems, this is pretty okay. The cheap price makes up for the lack of content, expect to be slightly challenged for a max. amount of an hour. The lewdness is rather disappointing though, for one image there wasn't even a difference of the under 18 and 18+ version, was a little sad about that. Otherwise this is just a goof, a neat goof.

. Very short, but very sweet. If you like simple adventures that play more to the strengths of the characters and their dialogue, this is a fun little game that is guaranteed to make you smile.. Great concept and very well executed, especially considering it's a solo dev job. Full disclosure: I've been a coder forever and it's what I do for a living, so I'm a tad biased. But I will phrase this review for anyone who's like "ew, programming".

I'll skip the countless things this game does right, which includes making your own AI a very fun exercise. And I'll get right to the fatal flaw, in my opinion.

The biggest drawback is the closed nature of both the developer and community.

This is one of those "easy to pick up hard to master games". Which I normally love. So what's the problem? Instead of getting highly technical I will compare it to two other similar games and how this differs substantially so you know what to expect going in.

Compared to something like chess (also easy to learn hard to master), the closed nature is immediately obvious. If you lose in chess, even to a top ranked player, you know \_exactly\_ how they did it. There are countless books and videos and discussions on moves and strategy. Or you can simply watch what they did and learn alone.

Example two, let's say you play a card game where you build your own deck. You also know, at the very least, what cards were played against you. And in virtually all cases I can think of the community, including top ranked players, are happy to share their creations with everyone else.

This is in stark contrast to this game and my prime complaint. Heck, even if you lose to the AI, you don't know what it's doing.

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But even when I squash a mission, why not show me what strategy I beat? Lift the curtain so to speak. So I can get a feel for my strengths and weaknesses and ideas on new strategies. Well, you can't. Same goes with online play.

Why this is the case I'm not sure, but historically this is usually due to a problem being solvable. If there exists a heavily optimized solution that should always beat less optimized solutions (think game theory, expected value, standard deviation, etc...), would you give up your perfect design? Probably not.

However, if it was something akin to rock, paper, scissors I don't think it would be closed. It should be the case that every design or build has its weakness which would lead to the community wanting to share and innovate new ideas as the meta shifts.

I expect most of the playerbase will become frustrated after hitting the "glass ceiling" not because they are losing, but because they don't know why they are losing. They can guess, but the game will not show you. And that's when it becomes less fun.. First of all this game is gorgeous, the soundtrack is awesome and fits perfectly with the game i never thought i was going to have this much fun. Even though i keep dying i don't feel frustrated as it is an enjoyable experience

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This is NOT an FS2013 clone so if you want a farm tycoon, farm management sim DO NOT BUY. If you want auto everything DO NOT BUY.

This game is about BEING a farmer. It's hard graft and can get quite tedious. You do have AI of sorts but it's click-done AI, not a pixel farmer you can follow around.

My review gets a + only if you understand that it's about BEING a farmer. If that's what you like, get it. You'll enjoy it.

Now to flesh this out.

- The graphics are pretty good and on an i7/V670gtx, it hums along maxed out at 60 (with vsync). Some of the detail is very well done, albeit with a very Euro flavour.
- The tute is on rails and must be followed but once you learn the locations and the techniques it's better to go freeplay.
- Tractor driving is very manual and takes some getting used to. NOTE: \*Look\* at the lower left for how to change the gearbox ratios. (And reversing is REAL reversing, not just pressing a down key).
- Some machines are missing cruise control at time of writing. Missing as in, devs probably assumed it wasn't needed. They were wrong and as far as I know, will change it.

#### CROPS

- Limited but enough to keep interest. (and in reality, not all farms can grow all crops anyway)
- Seasonal variations (a big feature) in yield work fairly accurately and devs are working on making it better.
- Seed prices. Enough to make BEING a farmer worthwhile.

#### ANIMALS

- As good as non-existent. Worth having for the extra income (3k or so per qtr) but there is no management or husbandry. (and it's incorrect for many to believe all farms have animals anyway - a common complaint. Most "real" farms are fairly dedicated enterprises. Such diversity is usually reserved for smaller hobby farms, certainly in Australia anyway)

#### EQUIPMENT

- A bit short in this department (again devs are on it) but there is certainly enough to crop and harvest every field with ease.
- The equipment shop is badly designed and laid out (imho) but equipment purchases are close to a one-off in RL anyway.

#### FIELDS

- Some nice looking layering is used for the various states and the PDA provides field status etc. as you work.
- Crop yields etc. are RT as you harvest (F2 PDA)

#### MAP

- Big. Generous number of paddocks. No real monsters but you'll be working really hard if you own even a quarter of them.
- Shop to shop transactions. Poorly done. You gotta drive to the bank, the seed shop, the tractor shop manually - everytime. Will devs change this? Unknown but can be very, very tedious. (see gearbox ratios above - take stock of it).

#### OVERALL

- A good game for players who like the down and dirty of farming. I reiterate though, if you want an "auto" farm management game, DO NOT BUY.
- Scenery is nice, gameplay is consistent. Some glaring anomalies but very easy to forgive.
- Sound is pretty ordinary and equipment sounds are pretty lame. No engine load being the biggest let down. It won't take long to despise the music but a few well placed Oggs can fix that.

There are some issues, some by poor design, some by poor release. Devs seem to be willing to listen and ready to take on constructive critique.

I'd say a price of \$20 is reasonable but it's relative. If you're tight for cash but love to farm, wait for the specials.

7V10

. C:> Program files(x86)> Steam> Steamapps> common> Dungeon Escape> Soundtrack>



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The only good part about the game, well done, Hatebit.. Great Simulator, this game is very close to the real life feeling of flying RC helis. I'm glad I found it.. Bit of a pain to have to relevel up all the guns but there's plenty of options and some nice, goofy guns to pick from. Just wish it didn't cost so much. 10V10 new fish projectiles with multiple guns. Good time killer, hundreds of puzzles to choose from.

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