BUCK: Saturday Morning Cartoon Apocalypse Full Crack [full Version]



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## **About This Game**



Dust off your VHS player and get ready to go back to the 90's with an old-school, 2D, Action-Adventure game. You play as Buck, a motorcycle garage mechanic who decides to leave everything behind to find the truth behind a girl's disappearance; all while struggling to adjust himself to the harsh, post-apocalyptic future of 1997.



Inspired by Biker Mice From Mars, Batman: The Animated Series, Samurai Jack and more - BUCK: Saturday Morning Cartoon Apocalypse aims to bring the difficult gameplay mechanics of late 90's 2D side-scrollers and combine them with the visual style and themes of our favorite Saturday Morning Cartoons.



Trained by his stepdad to fight, shoot and fix nearly anything, Buck can surprise the biggest of brutes by his speed and strength.

• Traverse the sands of Venganza: a carefully built 2D world with hidden passages, dark secrets and remorseless characters.



• Destroy enemies with Buck's own hand crafted, upgradeable weapons.



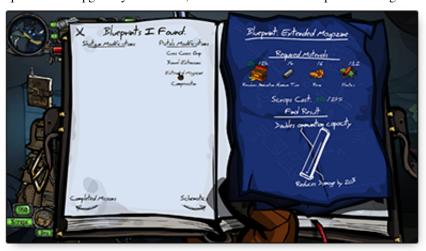
• Unlock new weapons and combos as you progress.



• Explore unique levels with branching paths and hidden areas.



• Earn Scraps and loot unique items to upgrade your arsenal, craft ammunition and improve healing items.



• Negotiate with the salty denizens of Westown, wayward merchants and mysterious mercenaries, each with their own goal and agenda.



\*BUCK is an Early Access title and shouldn't be considered a finished product. The game may or may not change significantly over the course of development. To learn more about Steam Early Access, please visit <a href="http://store.steampowered.com/earlyaccessfag/">http://store.steampowered.com/earlyaccessfag/</a>

Title: BUCK: Saturday Morning Cartoon Apocalypse Genre: Action, Adventure, Indie, RPG, Early Access

Developer:
Wave Interactive

Publisher:

Wave Interactive

Release Date: 17 Mar, 2017

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English







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Again, DO NOT buy either of the versions at full price! It's absolutely not worth it.. A cleaner, more entertaining entry than the series debut. Hothead games has taken the time to clean up the battle UI and the general feel of the game. It's still very similar to what Episode 1 was but the plot here is definitely more interesting (also funny as ever) even though new comers may get confused with the stories continuation and what came before.

This game is part hilarious adventure game and part turn-based RPG where you can time your blocks and take turns in attacking. One of my minor gripes is about exploration. You get a map to choose quick transport options but you'll almost always have to navigate your way through the levels and dungeons multiple times and it becomes tiresome and repetitive. On the other hand, the battle mode is a little too shallow for its own good and wears kinda thin near the ending. What I loved was that there is pretty much no forced grinding here. No respawning enemies to pester you when you go back to a location you've already visited before.

I can say I really enjoyed my time with Episode 2 here. It's pretty much the continuation of the absolutely looney Penny Arcade story with more meat to sink your teeth into both gameplay and story-wise with some quality of life changes that Hothead games made to the overall feel of the game. Don't expect an open-ended RPG. This game is pretty linear and all the better for it.

Recommended for Penny Arcade fans and if you're interested in playing the series from the beginning.. 7.5V10 - Worth Buying I had a lot of fun with this game, honestly it's an old school rpg. You don't know what to expect or what's coming just go out and explore the world. The movement and combat is classic as well, again I enjoy the change of pace. Here is a video I made showcasing a line of quests and fun along the way:

https:\/\www.youtube.com\/watch?v=axaM4zZQLW0&index=3&list=PLcH5GAJGH6cCLrjoR7YWPXpW0YraSOck8. Absolut piece of \*\*\*\*\*

No support what so ever if you experience a problem.

If you don't then it's quite a good management game... This game had potential, but just ended up being slow, and tedious. I got the game on sale, and honestly did not feel like it was worth the money. Unless it is one for under \$5 I cannot recommend this game.. I must say that it is a good game to pass the time, to de-stress or simply to make the best score among your friends. I like the idea that it has a simple mechanic and nothing out of this world. I would like to see this arcade on the mobile platform.. I liked Luftrausers, so I was curious to try this one due to the similar style.

I like the idea of the story unfolding across successive runs, and I'm really curious to know how it develops.

However, at the same time, I find the gameplay leans towards frustrating and repetitive. Unlocked abilities don't change the ship performance and abilities in very significant ways (aside from multishot), and most of the game difficulty is from the fact that you're flying blind into danger most of the time because the view is zoomed in so far. This problem is compounded by ships that are just a wide, fast-moving laser, and blindsides you from offscreen most of the time.

A great documentary that looks on the inside of the community, their struggles, their triumphs, and the inbetween. The main focus is on The Stanley Parable here and it's journey to become a full product on steam, and seeing the reaction of Davey Wreden when the game 1) goes live and 2) the reviews start pouring in is priceless.

A necessary piece of viewing for anyone interested in the inner workings of the indie game side of the industry.

For clarities sake, I am a Kickstarter backer for this project. the over all game is great and i had a great time playing it. the only thing is that i would want is more gameplay, becaus it seamed to cut short. i give this game a 9V10. Member when clicker games were good? Bad. Avoid.. Gets old really fast, pretty much any element of the game is extremely shallow and could have been done much better by adding some variety.. Was on sale for \$3.99...

Is about \$3.00 overpriced. It pains me to give this game a thumbs down. The drawings are gorgeous, a loving effort to create an an experience on an alien planet. Really, every scene is worth framing.

Unfortunately, it's a short and very flawed game. There are some intriguing characters, but they barely get a few seconds of play. The hidden object scenes are too easy, and the puzzles odd and unsatisfying.

But worst of all: the programming. The game requires very frustrating "pixel hunting" to move forward, and no rewards for creative thinking. The puzzles are plain bad.

Also, bugs: make sure to turn off the "fancy cursor" or else your cursor will sometimes leap around the screen randomly.

There's a lot of potential in the team that made this game. I hope they can make something playable in the future.. As a YT'er I love this game, 39+hrs in and still having fun. it's mix of Rust and 7days2die but on water. Keeping in mind it's a work in progress I would totally rec. this game to play! If you are looking for a light fun game then Landless is for you! CodeBullet keep up the awesome work bro! totally love the Jesus out of this game!. A classic game made even better then it was. So much fun! Worth every second you play!. A fun and attractive little platformer.

Offers lots of variety in it's challenges, no single obstacle or trap type is overused; each level provides something inventive and new.

A well built game, although I did encounter the odd stutter or frame-drop occasionally which is a bit questionable in a sprite-based 2d platformer (which shouldn't require much processing power) and can be off-putting when you're trying to make precision jumps during a time trial.

Good value for the price tag.

Completed 100% in 3.7 hours

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