
Rubber And Lead Torrent Download [Torrent]



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About This Game

Rubber & Lead is a homage to AutoDuel, a fantastic game from 1985. Action and RPG elements are blended together to create an exciting combination! You must drive and shoot your way through post-apocalyptic Arizona. Choose your mission, upgrade your car, equip your weapons, and blast away your enemies! **Warning: Driving without shooting can be fatal.**

Game Features:

- Fight In Arenas
- Run Missions
- Level Your Skills
- Buy A New Car
- Upgrade Your Car
- Buy Perks
- Blow Raiders Up

-
- Have A Lovely Day

Title: Rubber and Lead
Genre: Action, Indie, RPG
Developer:
Omega Point Games
Release Date: 4 Sep, 2015

a09c17d780

English







Well, game could use some polish:

-you can indeed get stuck in some town without ability to do arena or jobs

-needs autoreplenishing last bough ammo and armor

-salvaging is too long and boring. Good game, may worth the time if you like car-combat games and you find it on sale.. Very poorly designed. Your entire game can be rendered unplayable based on which missions are available to you.. A nice little top down car combat game. Missions are pretty much just combat and the same few maps, and it's a bit grindy, but that's the sort of game it is. You get in a car, you shoot other cars. What more did you want? Less cars shooting other cars so you can stop and have card games on motorcycles or some other mini-game? Fuggetaboutit. You drive cars, you shoot cars. Zen.. You want to see what Mad Max would be like if it were filmed by a 6 year old playing with his hotwheels?

What are you waiting buy the game for I didnt say it was this game that the hotwheels twas comparison too.. if it ever gets controller support, i'd recomend it, but until then i can't. really should be a twin stick shooter, but without the controller working, i can't.... its not a terribly bad game, so if you prefer kb\mouse, i'd say try it if its on sale.. Made sure I **finished the game (no spoilers, BTW), and even earned all the achievements.**

First of all, the presentation of design is lacking. Of course, it's just a car game in entirely 2D top down. Though on the bright side, controls are not that hard to use. But as a person with a thing about repetition and cliches, it's the most cheapest control design that can be made by anybody. Final thing about design, it's entirely a game developed by beginners.

But underneath this beginner-made game is its uniqueness. The gameplay is enjoyable at least. I enjoyed running from point A to B. Kinda because I often play delivery guy. The AIs were easy to deal with too. At least they aren't impossible to take down. Did a lot of grinding for 10-30 minutes so I was able to get far and proceed towards the end of the game. I used every tactic of what a player would do in a top-down (car) shooter game.

Of course there are several things I would've expected while I was busy trying to finish this game. That problem was: No conveniences, such as saving armor setups...at least that's the only thing I would've expected.

For a game at a beginner's level, I'd say it's worth my 3 and a half-hours of finishing this entire game. These guys may have potential for their future game development plans.

Personal Notes: The armor system reminded me of Darkwind.. This was a fun little game, very reminiscent of Autoduel. If I have any complaint, it's the somewhat limited content. I completed every possible achievement in the span of 6 hours. I wish there had been an expansion of the game, or perhaps more activities in each city.. Those browser websites have better games

2\10. Its Garbage

It's boring, quite ugly and lacks any polish at all.

Don't waste your time.. The author has got his inspirations from legit sources like Death Rally, Interstate'76 and GTA1 and the mix is not so bad, just there's not enough of presentation and it is all made up on Unity engine. That's why it only manages to reach the level of free browser gaming fun: there is no story and/or intermission art, runs start suddenly and finish abruptly, maps are flat and look alike, flamethrower animation is horrid. If you could tolerate such primitivism then you look at a nice car-shooting rogue-lite.

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u0440u043eu0433u0430u043bu0438u043a.. Yep, reminds me quite a bit of Autoduel. I've been waiting a long time for
someone to get around to this.

I would urge the developer to check out another similar game, Mexican Motor Mafia. I think each game has its strengths, but the car driving in MMM is a bit more fluid. http://www.scienceoftomorrow.com/vmmm_screens.htm

[Worthy of \\$3 easily. I hope you keep working on this. It'd be interesting to see more Car Wars stuff incorporated, like wheel damage, more Uncle Alberts weapon insanity, perhaps a mini-map during missions \(install radar on the car?\) etc. I'd prefer a bit nicer vehicle handling with skids, fishtails, and such as well. Hey, you're 90% of the way there - so go for it dude.](#)

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