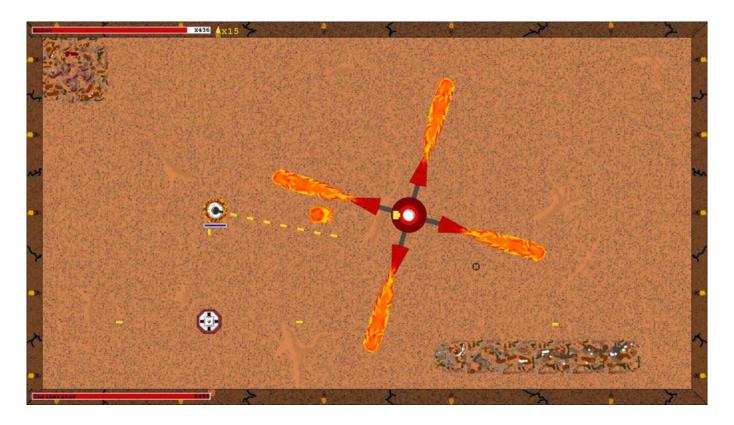
Robot King Part 2: Boss Battles Cheat Code For Pc



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About This Game

The second in a 3 part series, Robot King Part 2 continues the journey of a robot on a quest to find his place in a kingdom where everything seems bent on his destruction. "Robot King 2: Boss Battles" is a series of progressively difficult boss battles called a boss run. Your goal is to defeat the final boss (Cataclysm). After you defeat a boss, you will have the option to adapt up to two equipments and/or weapons to upgrade your robot for the current boss run attempt. These equipments are automatically equipped at the time of selection. Dying ends the current boss run attempt. But when you die, you can salvage up to one equipment/weapon to permanently upgrade your robot for the next attempt. The rest are lost. A single boss run can consist of multiple attempts from multiple deaths. Dying is adapting. Salvage and upgrade. Become the King.

Robot King 2 offer two unique game modes: Standard and Hardcore.

Standard:

Standard mode allows you to choose which boss you want to fight. Bosses are listed in ascending order of difficulty. Whether you defeat the boss or die trying, you will always go back to the boss select screen. You can fight each boss as many times as you want. You do not need to fight every boss. In addition to the salvaging an item as a permanent upgrade when you die, in Standard mode you can also choose on the items as a permanent upgrade when you beat a boss. Your goal is to defeat Cataclysm.

Hardcore:

In Hardcore mode, you have to defeat every boss in order, without dying. Dying ends the current boss run attempt and you are sent back to the first boss to try again. Unlike Standard mode, you only get to permanently upgrade an item when you die. Your goal is to defeat Cataclysm. And in order to do that, you will have had to beat every boss before him without dying.

Features:

- 48 equipments to customize your robot, providing lots of variety for adapting your robot to each boss and your play style
 - 10 unique bosses
 - 11 unique weapons each one with its own abilities
 - 2 Game Modes: Standard and Hardcore
 - 24 Steam achievements
 - Leaderboard
 - No micro-transactions or in-app purchases. Any DLCs will be free

And....For the few folks that played Robot King Part 1, you can look forward to improved collision detection, graphics, and music (and the ability to turn it off).

** A keyboard and mouse is highly recommended to play Robot King 2 **

Title: Robot King Part 2: Boss Battles

Genre: Action, Indie

Developer: Steven Taylor Publisher: Steven Taylor Franchise: Robot King

Release Date: 26 Mar, 2019

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Minimum:

OS: Windows 7, 8, or 10

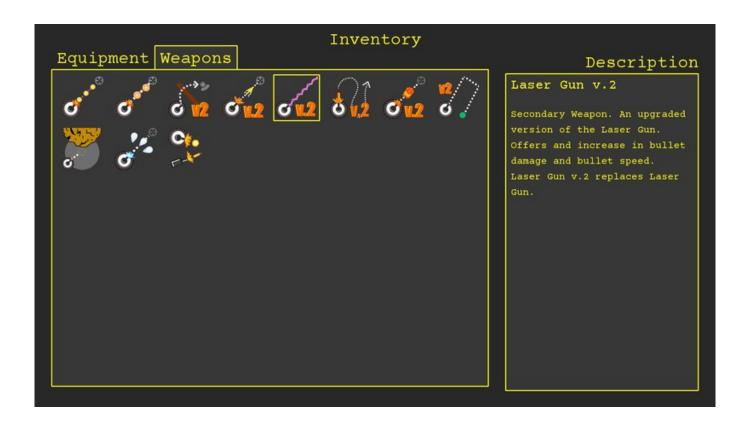
Processor: 2GHz+

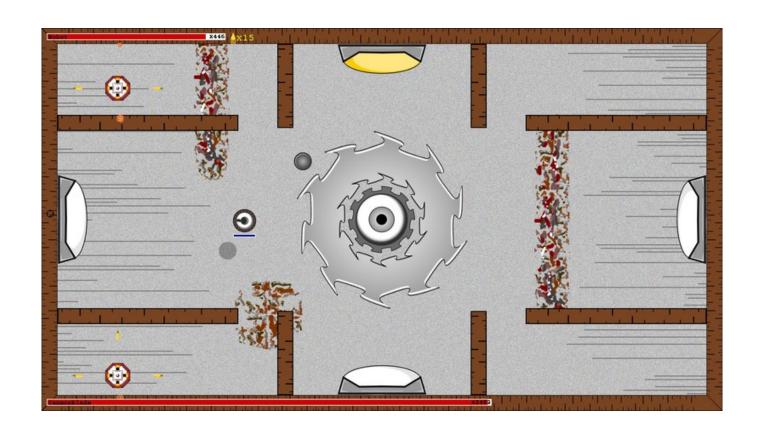
Memory: 2 GB RAM

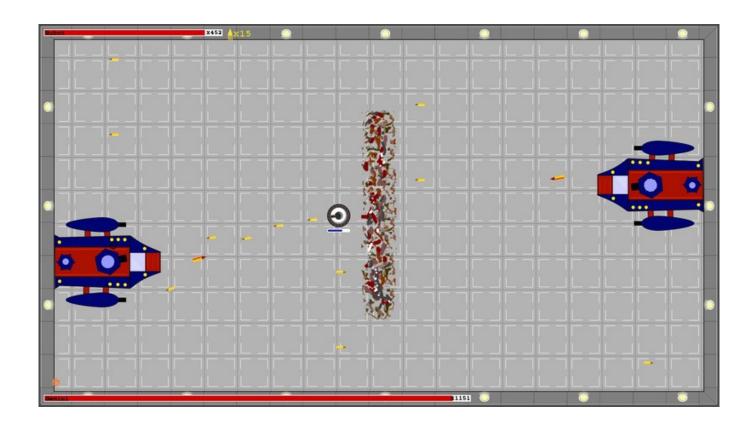
Graphics: 128 MB

Storage: 110 MB available space

English







Anyone who like the first part should like this one too.

This game is not for a casual gamer. I consider myself to be a high skill gamer but i almost quit the game after the first 5 minute because i thought the first boss was impossible to beat.

Like mega man, you get an upgrade after you beat each boss (there are many upgrades to choose from for example increase speed, damage, new gun, more ammo etc)

The game get exponentially easier as the game go on because you have more upgrade but the boss difficulty does not increase much.

PRO:

HARD, good for a hardcore gamer who like dying and come back for a revenge Actually need brain to defeat some boss

Worth the price, i would gladly pay 2\$ for an hour of adrenaline rush.

Retro style, old school game vibe

CON:

Some bosses are unnecessary long and are too tanky Slow down in some moment Some bullet are hard to see

*just Beat the game on standard mode with negative score LOL.

Looking forward for part 3.. Oh man, I just beat this game and my heart is racing! For reference, I played the game on standard mode. In a way, robot king 2 reminds me of mega man...beat a bunch of unforgiving bosses to get equipment, and use that equipment to advance. Obviously that is an oversimplification, but the spirit rings true. Of course this game adds more than just unique weapons to earn, but also a plethora of unique equipment, which will be necessary to advance as well. The bosses are unique as well...no two are the same, which means you have to be on your toes when fighting them and, well, prepared to die...many times. And that is the most frustrating part of the game: dying on bosses until you learn their attack\movement patterns. But once you learn the boss, and get enough equipment\means, beating them is very satisfying, especially if it's a close battle (of which I had many)!

Anyways, this game won't be for everybody, but it will strike a chord for people who are fans of challenging (but satisfying), old school NES and arcade games.

P.S. the music reminds me of Wolfenstein 3D...always a plus

. Old school feel with some modern twists. Definitely worth checking out if you like arcade-style games and are up for a challenge

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