JunkerBot Download] [Ativador]

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About This Game

JunkerBot is a Single-Player Car Combat game, where you destroy, recycle, and replicate vehicles.
But why? to Decontaminate!

Main Features:

- 3D skillful Car Combat where every vehicle is unique in some way.

- Explore from a top-down perspective, a desert filled with enemy bases to destroy, mining outposts to take advantage of, and dangerous convoys.

- 8 upgradeable faction based vehicles to unlock and 9 unique/secret cars too.

- Simple base building mechanics to manage your vehicles and unlock useful stuff like a deployable suicidal explosive RC car!

- A backstory to unravel, and give context to the world. (not yet, I'm working on this)

- Online Coop challenges to unlock and play with a friend, or alone if you want a real challenge.

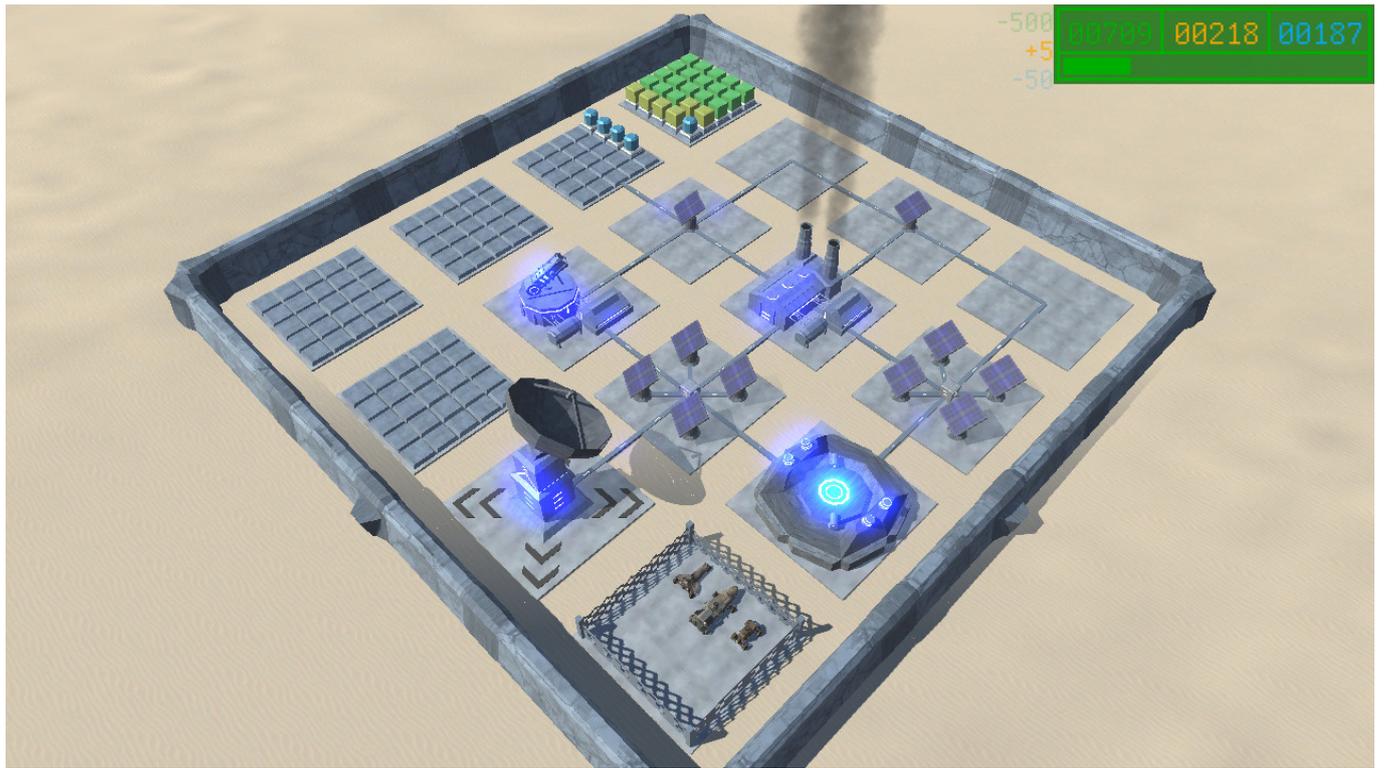- Multiple-barreled mortar turrets and Land Torpedoes!

Title: JunkerBot
Genre: Action, Indie, Early Access
Developer:
RedNukem
Publisher:
RedNukem
Release Date: 14 Nov, 2017

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English

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Nice little game so far. More controller support would be nice. Found can move cars and fire guns with controller but best using mouse to aim guns, Auto lock on target would be nice.. Okay, i've managed to complete this game, so here's my thing.
tl;dr: unusually solid unity game, made by sole dev. Awesome!

You have a base, where your vehicles and resources are stored, with a little management aspect and some other things.
Your task is to clear the planet of any hostile thingies.
You can travel around in a "Mount And Blade" or "Corsairs" manner, at your own pace, engaging whatever roaming parties or hideouts you want to.
So here's combat. Which is pretty neat, with fluid movement, rains of bullets, and scrappy vehicles (gothic-shaped "tanks" and planes-on-wheels included). Although it becomes repetitive (since enemies have limited variety in shapes and composition), it's not that tedious, thanks to boss encounters and area to area advancement. Landscapes are poor tho, but it's a desert, after all. And you can stole enemy's vehicle designs, btw.

There's some extra challenge missions, unlockable through campaign advancements, on which you can play with your buddies! And because not everyone have that luxury, I strongly encourage you, RedNukem, to bring up official Discord channel or smth, where your loyal community could gather to play your game(s), report nasty bugs, and discuss some crazy stuff, ofcourse!

Anyway, this game represents an underpopulated genre, and do it well, albeit on it's own way.
Graphics are stylish, and do the job well.
Oh, and it's pretty affordable!

Give it a shot.. So for a five dollar game, its pretty fun. The combat seems ok. I am a sucker for mad max like games. But, it does have its own little charm. It can be a bit challenging, the AI is suprisingly smart. It won't hesistate to come straight at you and in large groups. I would say its a moddest game. It seem like a one man team kind of game. I like the ideas, the cars all feel different with some interesting weapons. You can upgrade them to different teirs, but I feel like missed opportunity was made when you aren't allowed to upgrade certain aspects, it goes by versions. I played a little for now, will try some more, its a fun distraction game.. Cool. Cant wait til theres more game content.. it is a fun game and takes some battle strategy. Amazing for what it is but I think it's not being updated anymore.. Junkerbot is a fascinating game with my own destroyer bot ready to take out enemy bases. The opening and cut scenes share alot of info and the details behind the missions are unique. I haven't figured the vehicle upgrade aspect yet but my bot will surely do some damage when that happens. My favorite part is traveling through the desert to attack enemy vehicles which takes a lot of manuevering and a steady eye but a treasure of rust out in the sand is not my way to go. Great game! For some reason, this reminds me of back in the day with my Atari 2600 games shooting at tanks in open areas.. Good so far. UPDATED, now that I've "completed" the game

JunkerBot is an intriguing indie game with a pretty simple premise: car combat, without the chase, the checkpoints, the smashing... It's strictly weapons, from simple autocannons to mortars and "land torpedoes" and more. The action is indeed fast and furious, and there are some depth to the game, as successful combat and "decontamination" of of the area unlocks additional vehicles. However, the upgrade interface seems a bit weird, and the base construction interface needs to be better explained to make sense.

The story is simple enough: a bunch of probes were dropped to decontaminate the planet from something. After the probe was deployed, it was out of power, and before it can deploy a solar panel and recharge, storm hit, and it was blown over, and bured in sand. Unknown amount of time later, sand blew away, and the probe woke up, and proceed to scan, dematerialize\/recycle stuff, and built itself a basic vehicle, and recycled the initial probe body for storage. After getting away from the bad guys, which just showed up, it was able to find a spot and deploy a "headquarters", which becomes your base.

Your base has a HQ area, and you'll need to deploy power and resources to keep the base running. You'll also need a TON of storage. You start with a "basic vehicle". Build a "replicator" to get more advanced vehicles. You need certain amount of power around the replicator to power it, Fortunately, you can move the modules around. NOTE: You need to have the solar panels NEXT to the replicator (in the 4 compass directions for it to count. When you replicate larger vehicles, you'll need Solar 2.0 (+4 power) and 3.0 (+8 power) but you need special resources to build them.

There are 3 resources in this game: metal (green), fuel (orange), and hydrogen\/water (blue). The basic "1.0" vehicles don't need

fuel, but the more advanced 2.0 and 3.0 vehicles do. While you can capture thousands of units of resources by taking out a base, later, when you fight large groups of enemies, you can capture 2000+ units of metal in one battle if you end up taking out 8-9 enemies. You produce fuel by making a "refinery" and process metal and water. And you'll need a LOT of metal and water to make fuel. Some of the more advanced base modules and vehicles requires THOUSANDS of units in fuel.

Your base is also doing "research" that gives you upgrades, like a larger base perimeter (instead of 4x4, you have a 5x5 base instead) or new modules, and so on. There's even "arty module" that will "shoot" you repair packs (you need to build them), or even another vehicle. But those will cost resources that you may not have. You can also accelertate research by converting extra resources to research points, but I don't personally recommend doing that.

Any way, you travel in "real-time", but in overhead view, where you right click on a spot you want to go. (Or you can WASD your way too) Press space to zoom out and see all the enemy bases and whatnot. When enemy vehicles gets near you, you go into combat mode.

The different vehicles that you unlock have different weapons and thus different tactics altogether. Your starter "basic vehicle" is bulky, but has a 360 degree turret. The "attacker", almost like a cigar, has 2 front guns and a rear gun, so it requires a very different attack style if you replicate it. A "light bomber" is equipped with a short-range mortar that can hit you even when it's not facing you, but if you keep moving it's not that serious. An "attacker" is equipped with a "land torpedo" which seeks, but requires a manual detonation, so it's basically a short-range weapon useful against a bunch of enemies, but it seems to randomly veer off, so it doesn't "seek" much, and it has rear armor plate! Then there's the bomber, which has FOUR side armor plates, and TWO mortars in addition to the regular guns. But it's also a huge target. So each of these vehicles require a very different tactics. The fighter obviously requires slashing hit and runs, bombers cicle, attacker gets close. There are some uber-vehicles that requrie a ton of resources bo build, but they are VERY powerful indeed.

The AI is decent, as they don't make too many stupid moves, but they do ENOUGH of it to give you a chance. Dropping shots in front of the enemies are not hard, but circle-strafing can be difficult. Your vehicles have aux thrusters to give a short burst of speed, but the basic version has VERY short duration and thus are not really "turbo" or "nitro" per se. The effect seems to barely last half a second.

If you got enough H, and you got the teleporter wired up correctly, you can call in special help durign the fight. If you got your teleporter wired up to 16 units of power, you can call in kamikaze mini-cars If you got 32 units of power, you can call in stationary turrets. I personally found those to be way too gimmick-y because I was able to build one of the uber-vehicles (end-game "research") and have no need for the little things.

If you built the teleporter, you can also build a "portable gate" with you, so you can return to base via the gate, rather than be forced to drive all the way back.

To unlock the next crater, you need to defeat the enemy base, which is mounted on stilts. You need to destroy all four stilts, while you're under fire from the base's mortars, AND several enemy vehicles.

Some of the bosses require other tactics, as the auto-turret doesn't always want to lock-on to them right.

You can jump back to base as long as you're not in combat, but there's a chance to encounter enemies on the way, unless you spent some resources. But if you have the portable gate deployed you can skip that and go straight home.

Graphics are pretty low-key, and runs on old machines pretty well. I can crank it up to almost 1080p, but not quite. There are 3 quality settings, but no optional frame counter.

Once you "finished" the first cluster, you get to clear the craters again, when enemies came back and took over all except 1 crater. Now enemies will raid your HQ (unless you beat them off, then decontaminate it until it reads 0%). You then engaged in artillery duel against the enemy units. If you are elsewhere at the time, go home, as each enemy hit takes resources from your storage.

So what do I like about this game?

* Simple yet effective combat
* The factions of enemies do look different and act different
* Resource management is rather unique

So what do I NOT like about this game?

* Unclear background. The factions have names, but were never mentioned.
* Unclear instructions. Some of the base modules are unexplained. You have to do trial and error. For example, the H-plant can be turned on\/off in order to save fuel. You have to turn it on to make it work. Also, what exactly is the "
* End player vehicle too powerful

All in all, pretty good, and good value for the sale price.