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## FootRock 2 Crack All Fatal Errors Fixed



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### About This Game



“The main hero is a cool and modest guy with a big heart whose name is Rocky. Rocky has won a lot of victories in sports. He has been an outstanding football player but got a heavy injury. After a rough patch, Rocky meets a beautiful girl who inspired him again. Now he wants to give her an unforgettable evening, but he needs to earn a bit of money to do that. He decides to put everything on the line and goes to a closed-door sports arena to participate in a very dangerous and violent game. Only his professional skills, strong muscles and fortitude can help him to win this contest. «.



The "FootRock - 2" is an action first-person arcade game. There are no rules and laws! We have abolished time, gravity and space. Challenge the ordinary reality in our crazy game! Some time ago the first time of the "FootRock" game was released - it was our first step in this genre, but lots of people liked it. Our experience and the skills we gained helped us to improve the game and raise it to a qualitatively new level - that's how we created "FootRock - 2"

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Title: FootRock 2  
Genre: Action, Indie, Sports  
Developer:  
nobodyshot  
Publisher:  
nobodyshot  
Release Date: 16 Jun, 2017

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**Minimum:**

**OS:** Windows 8.1 (64 bit), Windows 7 (32 & 64 bit), Windows Vista (32 & 64 bit)

**Processor:** AMD Athlon 64 3200+ / Intel Pentium 4 3200+

**Memory:** 1 GB RAM

**Graphics:** NVIDIA GeForce 6100 or compatible

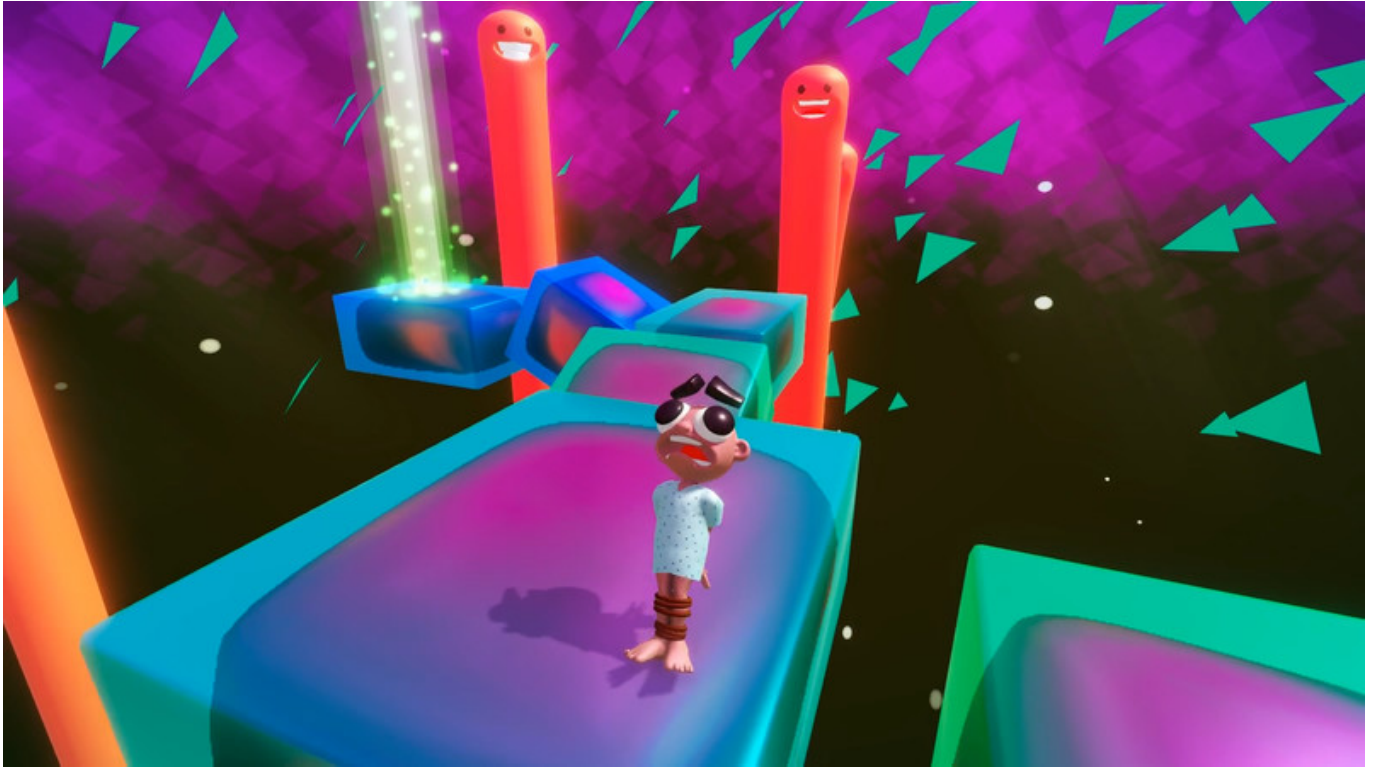
**DirectX:** Version 9.0

**Storage:** 1 GB available space

**Sound Card:** Onboard Sound

**Additional Notes:** .net Framework 2.0 or higher

English,Russian,French,Italian,German,Polish,Portuguese







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I recommend this game.

The scenes are painted well, and the atmosphere is great. There are all kinds of scenes, both indoor and outdoor, so the playing area is well "rounded".

Soundtrack is good and although there aren't that much dialogues in the game, the voiceover serves the purpose well.

The storyline and the puzzles are blended well, and very few puzzles are out of the context - everything you do serves the story. The game has realistic setup, and there are no elements of fantasy, but the puzzles still give great variety of challenges.

The plot is good, and it keeps your attention well until the end, I won't tell much because of the spoilers, but the only thing I could wish is if the game was a bit longer. But at no moment you go on "autopilot" just doing stuff for the sake of it - the plot just keeps you occupied at all times.

Videos are ok, nothing spectacular, but since this is the thriller, they also serve the purpose well.

Pro: Great storyline, pleasing audio and solid visuals

Con: Length - an extra chapter would be just fine. Idea : 6/10

Design : 8/10

Gameplay : 3/10

Story : 5/10

Music : 9/10

Art : 10/10

. I wanna ask if you can make a chinese version of this game. Top down tank shooter with easy to use controls .

Instructions aren't 100% (i think the game dev is a non English speaker) but you can figure it out quite quickly just by playing.

Perfect little game if you want some casual fun for a short time .

But be warned ,the difficulty increases the more you progress.

Though It's satisfying to get one up on the incoming enemies :)

Easily worth the asking price i thought as the game is well made for what it is.

I did notice one problem (i think ),i was playing with the arrow keys and on the next mission the keys went to wasd.

Hope that small issue can be fixed in an update.. Sexy game, sexy graphics. The humor in this game is just straight up lulzy and it is only for the cheap price of ten dollars. This game feels like those old school arcade games at Chuck E Cheese's

. No matter what you do, you cannot fully turn off mouse acceleration.

I'm disappointed. I was looking forward to playing this cult classic open world FPS RPG, and instead I'm uninstalling it because mandatory mouse acceleration is abysmal.. Having played all of the 4 Commandos games I can easily say that this one is clearly the worst game of the series;

It's a pity because I am a Commandos fan from my childhood.

Let's leave aside the tech problems and the terrible (even for its time) unchangeable resolution. I would suggest to someone to have a look at the forum. 99% of the subjects are bugs etc. I am lucky I have a 10 years old system probably.... but anyway...

The most prominent fact is that it gives you the feeling that it was rush made. I completed the whole game and all of the three campaigns left me with an unsatisfied mood. All of the characters had much more potential but they couldn't unfold it in this really short game.

Best example (for those familiar with the series): the Diver... He appears only in one short and relatively easy mission that was

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interesting though and could had been enhanced. Forget also the underwater beauty of the previous game. You'll be down there just for a minute or 2 with nothing to admire and stripped from his harpoon.

I never had to use his hook as well as I never had to use the famous decoy. I never had to use the thief's pickpocket ability either (to be fair though this is true for almost the whole part of Commandos 2 also)

The music is nice but again, the previous was better. The controls are punishing some times (hotkeys removed.....).

The storyline has some stupid moments but it's ok.

I really liked some cutscenes like the train mission or the Berlin one but as I said it left me unfilled as there were absolutely absent when completing a campaign.

The cover mode harder implementation did make things trickier but in a not believable way.

The length of the game is too short and although I appreciate some needed changes from Commandos 2, i.e. increased difficulty reflected at the reduced health, (a bit too) occasional time limits pushing to more rapid action, a bit less equipment around (one of the things that was killing Commandos 2 indeed), some new weapon and stuff (but some were removed and I didn't like it ...), the verdict is negative unfortunately.

I would recommend this game only to a hardcore Commandos fan and only when in a really low price. There will be some fun of course but nothing close to the previous titles definitely. A newbie may enjoy it -when he overcomes the steep learning curve- but I would suggest to try the previous titles as I said (so many times!). As said in other reviews, the game is \*very\* dated. No tool tips. If you alt-tab to view the manual, when you try and alt-tab back, the dosbox is no longer full screen (it comes out to about the size of a youtube video).

After more than about 10 minutes playing, the game starts to get jumpy.

It's good if you want to see what the older generation had to deal with when playing older style video games (up hill, both ways).

I can't comment to the quality of the story\quests\etc - the game itself is pretty much unplayable.. Runs slow, no option to fix up the speed. Controls jerky as hell. Its hard to imagine a game with such potential to be retro chic messed up so badly. Do not recommend.



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The Gaijin game that feels fun to play with a joystick, albeit there's really no multiplayer anymore afaik. Better than War Thunder because they didn't abuse people who enjoy flying with a stick.. Awesome game

A simple game with sweet graphics and good physics and awesome soundtrack.. Best heart attack simulator on the market. Tadadadadadadada... BAATMAAAAAAAAAAAAAAN !!! Pretty amusing. I would say definitely worth a buy.. Gryzor87 is one of the best Indie Game composers around. Most of the time, he makes music for Locomalito, a Spanish game developer who's behind some powerful arcade titles including Hydorah, Maldita Castila, and Guarodan. Sampling Gryzor's works from those games is easy enough because those particular games are freeware.

No seriously. Locomalito's games are free to download and play from his website. Look them up right now, you've got nothing to lose. I recommend trying out Hydorah first. Search it up, give it a play, then come back. I'll wait.

.....No, yeah! You really did get that for free! Can you believe it!? And now you know what kind of music Gryzor87 can make!

Anyways. This arranged soundtrack DLC for Crimson Clover isn't free... But it's WORTH IT! The music is intense and rockin' from start to finish! That part about it being arranged to fit the action is certainly no lie either. When a miniboss appears, it immediately sounds more tense and powerful. When you're in an area void of enemies, it gets a bit suspenseful and when the enemies return, hits you in full force! But no matter the situation, the music's intensity NEVER lets up. It fits into the hectic environment of the game perfectly!

Put simply, this is the kind of music I wanted to hear in Crimson Clover from the very start. It's actually what got me to buy the game in the first place.

Oh! And in case you were wondering, the music (mainly boss tunes) DOES loop properly in-game if it has to! That was the only thing I didn't like about the Hydorah soundtrack, but it's a non-issue here!

So! Do not be afraid to purchase this DLC. Get it. Embrace it. Be proud to own it! If you're still on the fence, then fine, get it during a sale. And hey, by paying for it you supported a fantastic musical composer. Congratulations!. Aztaka is a nice sample case for the rapid development and, connected with it, the growing significance of indie games in the last 4-5 years.

It came out in 2009, around the time Braid topped the charts, when indie movement was in its foetal stage and back then I remember thinking it was the hottest thing one could wish for. Nowadays though, one can easily dismiss it as yet another jump'n/slash game with clanky platforming mechanics, dated, unoptimized and unwieldy UI and noticeably poor production values.

So why did I give it positive, rather than negative recommendation?

Well exactly *because* it so precisely embodies so much of the now standard indie characteristics. It depicts original and fairly unique setting - Aztec culture, names, iconography, mythology; interesting and, again, original magic-casting mechanic, (still) nice visual style; and last but not least, beautiful music.

We can now say Aztaka is somewhat mediocre because there was surge of innovative and selfsufficient games before the Kickstarter boom, before the major industry creatives managed to bring back enthusiasm for scrapped genres, breathe fresh life into them and, not to forget, raise millions of funding for their new/old games.

Is Aztaka great? No.

But does it provide overall fun platforming time? Yes it does! In no way can I claim it's bad. And if you want to enjoy a story in Aztec setting? I think there still isn't any meaningful other such game out there.

I'd say current price of 7€ (or equivalent) is just a bit too steep, but if you manage to snatch it in some bundle or sale (like I did), *and* you already went through all the other more modern platformers, like Rayman's revived franchise, you won't be sorry.. Simple point and click mystery game. The graphics are decent, and it's a fun, casual way to pass the time.. This game would be a great puzzle game if not for the ghost levels (Ooky Spooky world). The ghost ruins the game. It's not even that hard to avoid, you just have to avoid the ghost most of the time whilst trying to do the normal puzzle-solving stuff, and all you have to do is wait in a corner to lure it there, then run to the other side. And this wastes huge amounts of time, so I often found myself failing to the ghost not out of difficulty, but mistakes made via boredom and frustration at having to wait around so much.

So due to the ghost I never finished Ooky Spooky world without a vile cheat, which is a shame.

The music's pretty entertaining as well.. Simple but good, I really recommend that game



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