

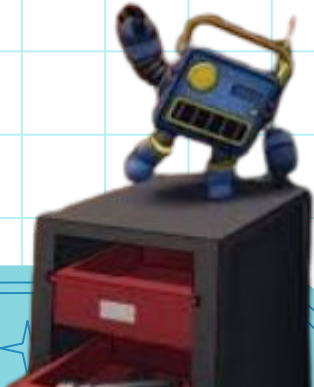


RoboQuest

RoboQuest



- Developed by RyseUp Studio, it has become their most popular game of all time
- RyseUp has also created Winter Break and The Burning Decent
- Roboquest was published by Starbreeze Entertainment and is Rated E9+
- Roboquest Started early access in 2020 and continued development until its full release in November 7th 2023, it has continued to receive regular updates



- In a dystopian future in the year 2750 where humans struggle to survive in the wasteland, play as a guardian robot either solo or with a friend and fight through waves of enemies and bosses through procedural landscapes in this Lightning fast FPS doom inspired game with rouglite mechanics



Plot

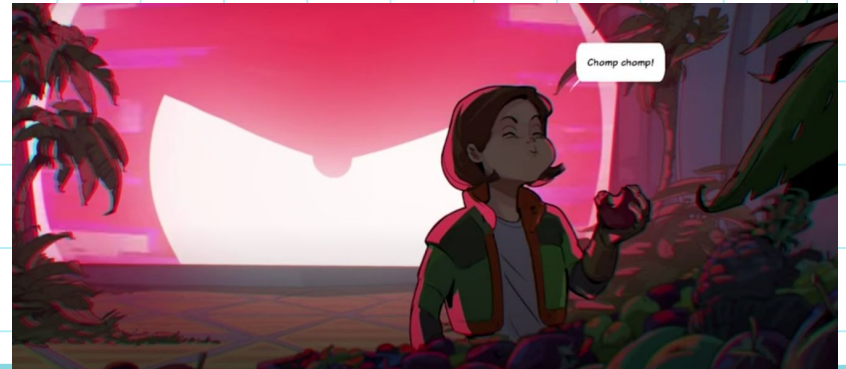
It's the year 2750 and humanity is on the brink of extinction living in small colonies spread throughout the desert.

The character you play; the Guardian, is found abandoned and in dismay until you are ultimately repaired by Max, your human companion.

Together you travel through the wasteland trying to find a place for humans to live while fighting evil robots.

Along the way you discover the evil super AI IRIS and take it down to save the world.

The story of Roboquest is not the focal point of the game, but instead serves as a little something extra to tie everything together. It's cliché, funky, and ultimately silly. It provides just enough explanation of the world and its story to not seem bland and empty. But being a roguelike it does not need a good story to be fun to play.



Main Characters

Max



Max is a young scavenger girl of unspecified age. She is a tech wizard and is the one to discover the player and repair them

Guardian Bot



The guardian is the main protagonist, and old war prototype rebooted. There are 7 different playable classes in the game

IRIS



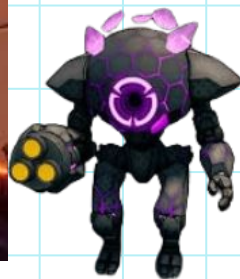
Iris is the antagonist of the game; originally peaceful turned corrupt. It rules what's left of the world with an Iron fist

Themes

Roboquest is a co-operative first person shooter that combines both rogue like and fast paced doom mechanics. The player can choose between 7 different classes across 8 difficulties for lots of replayability.

The style of Roboquest is very Unique and blends an 80's comic book look and a bright and colorful cartoony style.

Enemy and boss designs are very interesting, unique and good to look at especially since all enemies are robots.



Mechanics

Pocket Reload

The most unique and interesting mechanic Roboquest has to offer is called Pocket reload. The player is allowed to carry two weapons and instead of reloading the current held weapon, the player can instead switch weapons and have the first one reload in the background



Doom Movement

The other most notable mechanic is the heavily inspired doom movement system which is including but not limited to, sliding, sprinting, rail riding, slamming, flying, head bouncing, and grapple hooking. The characters base movement speed is quite high which makes running and gunning all the more satisfying



Personal experience

My time playing this game has been nothing short of enjoyable. Roboquest is incredibly fluid and smooth to play. Its fast paced hyper aggressive gameplay is very appealing to play and creates a level of skill not seen in most games.

The amount of options in the game is very large and still increasing, with new classes, weapons, and items being added constantly. Roboquest is incredibly well optimized and is very easy to run on available consoles and computers.

It's rogueLike mechanics increase replayability by miles as no two runs are ever truly the same. It keeps you from using the same exact builds and play styles which tend to ruin games if that's all a player sticks to.

I've been playing the game since early access and throughout its development have loved every moment of it. I would highly recommend Roboquest to anyone looking for a fast paced fps game at any difficulty or just for a fun game to play with friends. After all, its overwhelmingly positive steam reviews say a lot...

