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Sonic robo blast 1

Sonic Robo Blast Latest version: 1.3f Last release date: February 1, 1998 Engine: Game Factory Credits: Sonic Team Junior Sonic Robo Blast is an early Sonic fan game from 1998 and created by Sonikku, real name Jonathan Wallbank, of Sonic Team Junior. The sequel, Sonic Robo Blast 2, was very similar to this game before switching to 3D. Despite the lack of scrolling, it was considered a very good fan game because of its long length and secrets. Content 1 Story 2 SRB2 Rest 3 Downloads 4 Links Story Sonikku began working on this game in May 1997 and the first version mentioned 1.0b, which had an initial 3 zones. 1.1a added four more zones and Knles is currently in the game. Version 1.2f added the rest of the zones (14 in total), cheats, multiplayer, intro and more. 1.2fcd was only 1.2f with CD music. 1.3 Fixed errors when he was converted from Kilk and play factory games. SRB2 Rest in versions 2.0 to 2.1.25 Sonic Robo Blast 2, this game received an incomplete remake with almost all levels (except the space chase zone, the Lift Area and the final boss), using the game's 2D-level feature. According to Version 2.2 of the game, this remake is no longer present in the game. However, in the future it may be released separately as a downloadable add-on. The first level, Knothole Base Area Download Links You've heard all about Sonic Robo Blast 2, but what about its prequel, Sonic Robo Blast 1? Well, thanks to the Earless Team, we're going to take a step back and visit the predecessor to the highly successful Sonic fan game! In this demo, you can play through the Knothole Coast area, enjoying a whole new ability for Aonic's repertoire of moves: Air Thwick, which is essentially an air dash that is activated by double jumps. Like Sonic Colors, you can use it to push yourself forward, or reverse your momentum completely. As this prequel to Sonic Robo Blast 2, expect different links pertaining to this game! You'll get one such link if you listen carefully to music while playing during The Nothol Coast Act 1! To download and play a demo build for Sonic Robo Blast 1, just visit this site. Enjoy my full showcase below! And as always, catch me on my YouTube channel and/or my Server Discord to keep up with my Sonic content! Sonic Robo Blast 2 (or SRB2 for short) is a free sonic-themed game using a modified version of the doom engine based on Doom Legacy (in Active Development since 1998). The game focuses on recreating the feel of classic games, unlike the new Sonic that Sega makes the game at the moment. So far, the current version of the release is version 2.2.6. It is not yet complete, as some acts of zones are absent, and the Dark City is only at the conceptual stage. Gameplay In SRB2, players work on speeds through the usually light-hearted, happy level (though some some There are such as the Eggman Castle zone, and canyon zone, red volcano zone, egg rock zone.), compared to the usually dark and dim battlefields of Doom levels. Players jump altitudes unprecedented in Doom, reaching a height of 124 fracunits. Players are additionally equipped with a spindash, which can be charged with a spin button. In addition, players face badniks in a box that can be destroyed by jumping on them once, as opposed to a hellish fate that requires several shots to be killed. After two acts of gameplay, players face the third act of gameplay, in which they find a boss who must be completed to finish the level. In the actions of the boss, the egg capsule rises out of the ground for the player to jump on and finish the act. However, not all boss actions have a capsule of eggs, and end the level shortly after the defeat. The current version of Sonic Robo Blast 2 has eight different zones, some not yet completed (e.g. The Red Volcano area, which should get a second act in the near future.) On the character screen players choose between one of six characters: Sonic, Tails, Knables and three secret characters, Amy, Fang and Metal Sonic. While Tails and Knles have abilities in the air that resemble their previous performances (Flying and Climbing, respectively), Sonic has the ability not seen in previous Sonic: Speed Thok games. When Sonic thoks, he shoots forward at high enough speeds to go through one-sided linedefs. (Map designers reacted by inventing the Tok Barrier, a 0-height dummy that completely surrounds the level, allowing the border walls to be two-way.) This gives Sonic a huge advantage in multiplayer modes such as race as well as in single-player attack. Another feature of SRB2, special stages are included for the player to collect the chaos of emeralds. When the player finds an emerald token in the field, they will be delivered to a special stage. Inside the special stage, the player must go through the Levels of NiGHTS. There is a certain number of blue spheres to collect. The player must collect the balls and make it into the egg capsule when the player breaks the capsule; they carry with them the Emerald of Chaos. With Emerald, the player must make it back to the starting position to beat the stage. In multiplayer, these stages are changed to various special stages specifically for multiplayer, in which players must also collect Blue Spheres, however, it is more reminiscent of Sonic 3 and Sonic 3 and Knuckle Special Stages, where the player will automatically receive the Chaos Emerald after collecting all the blue spheres. The player can also continue collecting all the rings (shown in the top right corner). It is said that these steps should be redesigned in a future update. By collecting all the Emeralds of Chaos, Sonic gets the opportunity Super Sonic. Players turn into their super shape, making their actions in the air with 50 rings and no shield. When a player is in his super shape, he can jump higher than before, as well as run faster and on the water. Sonic has the ability to float in the air when the player presses and holds the spin button in the air. While in Super Form, the player is constantly drained of rings. After the player loses all his rings, the player returns to normal, with normal jump height, speed, and loses the ability to run on water and swim. Multiplayer multiplayer is a set of gamingtypes in SRB2 that allow you to play for more than one person. Multiplayer games either play split-screen on one computer or through netgames, where one player conducts the game online using multiple computers, such as the Internet. To join netgame, there are four methods: go to the Multiplayer menu and click on the Join the Game (Internet) option. Any games placed on Master Server will be shown on the list. Choose the one you want to join and hit Enter and he will try to join. When selecting a browser server for the first time in a session, the game will ask you which room to choose (Standard, Random, Custom Gametypes, or All). Go to the multiplayer menu and click on the Join the Game option (LAN). Here you can choose games hosted on your local network rather than online. Go to the multiplayer menu and click on the Option Join the Game (IP address). Go to the IP address of the person who accepts the game you want to join. This is used for private no games that should not be displayed on Master Server. You can enter CONNECT on the console. This method works the same way as the Join the game option (IP address). To hold a netgame, there are several necessary procedures that you should follow. First of all, you should have the port 5029 UDP open. Once this is done, hosting your game is simple. Just go to the Multiplayer option in SRB2, select the Host Server option and select the settings. If you want to advertise your game on Master Server, choose Yes on Online Advertising. This will allow people to search for your game and join it. If you want the game private, choose the No to Online Advertising option, and only people who know your IP address and what you're hosting can join. SRB2's Engine is a highly modified version of doom legacy engine that supports many modifications such as LUA Scripting, Floor over floors (FOFs). There are many existing modifications for Vanilla SRB2, but most of them are not updated to work with the latest version of the game (2.2). Here are some of the mods for version 2.2. Modifications (Big and WADs for SRB2 2.2.X) Levelpack Addons for 2.2.X Due to the reworking of version 2.2 of the entire game, most changes from version 2.1 are not supported anymore. </ip> </ip> Below are some of the EXE and WAD mods for SRB2 2.0.X and SRB2 2.1.X. Engine Side Modifications (EXE Mods for SRB2 2.0.X) Levelpack Addons (WADs Mods for 2.1.X) Sweet Bro and Hella Jeff (By Boinciel) Tortured Planet (by Fawfulfan) Levels Here you can find all current levels by version 2.2. The one-bedroom Greenflower area is a grassy area filled with rivers, small trees and flowers. Act 1 is a fairly short level that introduces the player to the basics of the game. Action 2 takes place at the bottom of large canyons, and also has large rivers, waterfalls and caves. The boss of the Greenflower zone simply shoots regular-time lasers in Phase 1, which gets faster in phase 2. Techno Hill zone - Eggman's presence in this area has changed the landscape. Most notably, he filled the low-lying areas with mucus, which the player can now jump into, as it is no longer harmful. Slime will instead use extremely buoyancy. Action 1 takes place outside and at the entrance to one of Eggman's factories. Action 2 takes place in the heart of the factory somewhere in the city at night and has lasers, conveyor belts, crushers and towers. The boss flies in a circular pattern, spewing small puddles of mucus. After 5 hits, the boss bounces off the player and spews the slime into a circular pattern with each bounce. Deep-sea zone - As the name means, this zone is set mainly under water. Stay there for 15 seconds and the player will drown. However, the countdown can be reset by capturing large air bubbles as they exit the ground. Other hazards include crumbling ruins, water slides, and underwater currents. In addition, there are puzzles involving pressed stone gargoyles, which often lead to awards. The boss here comes out of one of the five gutters and tries to shoot the player with missiles, as well as releases a harmful electric field. After five hits, the boss makes clones himself that also shoots at the player. Eggman's Castle - Takes place in a rather gloomy medieval fortress under the tutelage of Eggman. Swings will push you forward and above, but watch out for swirling mace, cannonballs, and flamethrowers. Action 1 takes place outside the facility, while Act 2 covers the chambers and foundations of the title lock. The boss of the Castle area, Eggman, constantly swings around three arms spikes around him. It is protected by a cage that opens after activating the switches, allowing the player to hit it. After five hits, the cage collapses and the boss then flies high above the ground continues to rotate his arms, revealing springs hidden under the switches that the player can use to reach the outside of the arena (caring to avoid the spike ball arms swung around and the crowd from Eggrobos which throws you back into the arena) where the player must then jump off the arena to hit to hit Every time the boss is hit in this phase, the spike ball hands will swing faster. Arid canyon area - This rather picturesque and rugged canyon is accentuated by cacti, tumbleweeds and a rare oasis. Moving the cables will give you a lift over unstable ground. Go fast to avoid the team and oil pools. Watch out for landslides, open cracks, and slippery oil slicks. Act 1 takes place in desert canyons, while Act 2 takes you to minecarts and desert innards. The boss of Arid Canyon is a Fang Sniper who will use the bomb and his pop gun as an attack. After five hits, it will destroy the roof of the level, showing that there is a moving train in place. He will then start leaving bombs on each jump and will take longer to become vulnerable. After defeating Fang, he will be unlocked as a playable character. The Red Volcano - Lava area in this vast underground cave is prone to growth without warning, so beware. Other things to be careful of include a series of crumbling platforms and jumping fireballs. The Red Volcano area has one act and no boss. Egg Rock Zone - The player finally makes his extraterrestrial Eggman headquarters planted firmly on an energy-filled Black Rock. This zone has many of the previous levels of hazards and gimmicks and adds inverted gravity (which can be caused by the player sometimes, and sometimes not), gateways, and short romps through an air-free vacuum. Stay without oxygen for too long and you will suffocate. Act 2 goes even deeper into the base with two completely different divided paths, more anti-gravity segments, more 2D segments, and even a mini boss on one of the divided paths. The Egg Rock zone does not have Act 3, but the Black Core zone can be considered the boss of Egg Rock, which although Egg Rock was originally slated to have a third act. Black Core zone - Act 1 is a race against Metal Sonic where the player must get to Metal Sonic, which sucks the air out of the scene, killing the player if he gets to the end. Act 2 is a battle against it where Metal Sonic has four different conventional attacks such as small balls, a big ball, three big balls, and a dash of attack. After 5 hits, he gets on with his pinch phrase and uses a dash of attack on the player. Act 3 is the final act of the game, where the player is in the final showdown against Black Eggman, who acts similarly to Cyberdemon along with also using a flamethrower. This boss is covered with electric barriers and in order to stop the barriers, the player must lure the boss into an acid drop and after that, the player will be able to hit the boss. After 9 hits the walls of the arena will collapse, which will make its missile strike more powerful. Once the boss is defeated, the level is complete and you then move on to the credits. The completion of the game also opens Metal Sonic as a playable character and Haunted Heights. Secret levels frozen frozen Zone - Hidden level is unlocked after collecting 5 emblems. Frozen Hillside is covered with snow that slows you down when walking in it, icy terrain, and snow avalanches. At the end of the level you will find Amy Rose, who will be unlocked as a playable character after the end of the scene. The tube tower area is a tribute to the original Super Mario Brothers, with 16-bit Goombas, Coopa sinks, coins, and item-filled boxes. This level is unlocked after collecting 20 emblems. The level has 2 areas, of which Area 1 is otherworldly, while Area 2 is an underground world. It's somewhat great and includes Mario's enemies and items. The forest fortress zone is a tribute to The Original Eggman Castle from Version 2.1. This level is unlocked after collecting 60 emblems. The Forest Fortress zone will be with you, running through an endless array of spikes, mace and Lance-a-bots. Techno Legacy Zone - As the name suggests, this is the original concept of the new Techno Hill Act 2 stage, all the way from 2.0. This level is unlocked after collecting 100 emblems. The level has harmful acidic water, lasers and detones. It is also the only level in the game that Crawla Commander Badnik uses. The Christmas zone of chimes is a delightfully abstract winter landscape with reduced gravity. Unlike other NiGHTS stages, running time here will not end the stage, and will allow you to run through the stage by losing all your points. One of the emblems at this stage requires the use of this mechanic because of not being able to reach the emblem in the super Form. This level was previously known in version 2.1 as the Spring Hill area. The Dream Hill area is a large, open and 3D NiGHTS scene. Although the scene does not use the 3D aspect of its full, it allows you to explore the scene and collect additional blue spheres before turning into Super Sonic. Unlike other NiGHTS stages, this stage has several mares, each with an individual rating. This level is unlocked after beating the game with all the Chaos Emeralds. The Alpine Paradise Area is a NiGHTS zone with the same mechanics as the Dream Hill zone, allowing you to complete the 3D level before becoming Super Sonic. This is the only bonus zone that has 2 actions, and it is also the only NiGHTS zone that has 2 actions. The first act is unlocked by receiving a grade C (or higher) at all special stages, and the second act is unlocked, receiving a B rank (or above) at all special stages. The black hole zone is the eighth special. This stage, according to many, will be the hardest to get and the hardest to beat. The level is unlocked by getting a rank at all previous special stages (except for NiGHTS bonus levels). This stage is relentless, with a strict timer and the requirement of 150 blue spheres, an infinite number of crushers, and 2 of the most complex emblems in the entire game. And Previous levels are unlocked by collecting the logo (or getting rows in niGHTS stages), following call levels that unlock one by one after the unlocked levels. The haunted heights area is a hidden level stylized as pumpkin hill from Sonic Adventure 2. This level is unlocked after winning the game. It features ghosts, Techno Hill slime, lots of conveyor belts, and bottomless pits. The level also has an enemy named Kakolantern, which is a reference to the enemy DOOM Cacodemon. The air garden area is a hidden level set on a picturesque floating temple. This level is unlocked after the Haunted Heights beat the zone. The name of the game here is a risky platformer over an unforgivable and huge bottomless pit. Activate the panels (some of which must be deformed) to open the doors and progress further. Azure Temple Area - Hidden level is unlocked after the air garden area is battered. The Azure Temph area has bottomless pits along with a rigid platform. The player is constantly underwater, which means that they must be mindful of the air bubbles scattered around them. Gamemodes SRB2 supports numerous multiplayer modes, some of them sports first-person gameplay, while others featur more Sonic-like gameplay. Co-op SRB2 supports a co-operation mode in which many players can complete a level together. The levels will go well, and once one player completes the level, the stage ends (this, however, can be changed in the netgame settings to require one-quarter, half, three-quarters, or all players to finish). Race (Chain Levels have been removed from the game by version 2.1.X, gametype still exists, however.) There are two types of race modes: Competition and Race. Competition is held at the levels of one player, the categories in which points are awarded are the same, but points are awarded not only for winning in the category. Instead, for each category, the highest-ranked player gets the maximum number of points, while each subsequent player gets one point less until the lowest-ranked player receives points. This is done for all categories and as a result the dots are combined to form an account. This significantly reduces the likelihood of links in games with more than two players. 60 seconds after the end of the first player, all players who have not finished run out of time and die. As for the completion of the levels, there are two systems: normal and scheme. The normal racing method simply consists of racing through Co-Op levels that have an outlet. The scheme of the racing method is aimed at completing several laps of the track, the number of which is determined by the server. Match/Team Match Players Chuck rings at each other. Rings draw ammunition from the ring legacy, and thus the player must retain the ammunition. Also, an interesting twist is that the player loses all his rings (which are also ammunition) after hitting. The player is given Collect spilled rings or just rings. When the match is over, the player wins, scores the most points. According to Version 2.0, the new Match system was coded, along with the super form of Tails and Knuckles, available only in Match or CTF. However, Team Match is a variation of the match, and in it players are divided into two competing teams that fight each other. Tag/Hide and look for these two similar game modes as a feature of tagging other players, whether it's shooting rings at untagged players, or even touching another player, should touch the tag to be turned on. While untagged, players will be awarded a score at a constant rate per second as a reward for remaining untagged, but will no longer receive it after being tagged. Tagged players will get 100 points to mark another player as well. The main difference between tagging and hide and search is that in the tag, players will become IT as soon as they get tagged, with a round ending as soon as each player is tagged, while in hide and search, players do not receive IT status, and cannot move once to find, with the end of the game once all the players are found. The game can also end if the time limit or point is reached first. Capturing the flag In capturing the flag, players try to capture the flag of the opposing team. Players choose teams by selecting a team on the menu screen or by typing into the changeteam Red, Blue or Spectator console. Both flags must be on the base to score a point. It is also noteworthy that the player loses the ability to use his abilities in the air when carrying the flag. How to download additions New characters and levels and many other changes can be added by opening the Addons menu on the front screen and selecting the file they want to download. Another way to add mods is by typing the console (by pressing the key or ') and typing the following without quotes: ADDFILE NAME. WAD and then just by clicking enter to download the file in question. External Links SRB2 HomePage SRB2 Master Server SRB2 Wiki Bulletin Board SRB2