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**Rollcage Stage 2 (PC)**



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The game is played from a third-person perspective with the player character, a bounty hunter, driving through the city streets on an unnamed planet and retrieving stolen spacecraft and cargo from offworld. Gameplay The player controls a bounty hunter and must complete mission objectives by driving a vehicle through the city streets to save money and upgrade the bounty hunter's spaceship. The player can pull over to the side of the road to drink at the local bar or purchase weapons, ammunition and ship upgrades with the money they earn from missions. While playing the game, the player can unlock each of the game's eight levels, each with a unique mission and a different set of objectives. The player may also acquire a degree of fame throughout the city by completing missions. Each level has a predetermined number of money-making missions, ranging from two to eight in number. These money-making missions reward the player with three different types of currency, which can be used to buy upgrades for the bounty hunter's spaceship. These three types of currency are: powerups, ammo and engine. Each mission has a set amount of powerups, ammo, and engine the player must collect to finish the mission. Powerups Most missions reward the player with at least one type of powerup. The powerups come in four varieties, ranging from unique cosmetic effects and upgrades to powerful weaponry. Cosmetic effects Upgrades The player can acquire powerups that increase the bounty hunter's ship's movement speed, fuel consumption rate, and acceleration. The bounty hunter is limited to two powerups per mission. Weapons Each mission has at least one type of weapon the player can use to destroy enemy spacecraft. These weapons are selected from a variety of attack weapons, such as laser guns, missiles, and energy cannons. Weapons are selected by the player when they pull over to the side of the road to refuel or buy ammunition. Ship upgrades When the player finishes a mission they are rewarded with money and depending on the level, three or four new ship upgrades that improve the bounty hunter's spaceship. Each ship upgrade adds a new ship feature to the bounty hunter's ship. For example, one level-1 mission may reward the player with a new machine gun, level-2 mission may reward the player with an improved machine gun, and level-3 mission may reward the player with a totally new ship. Plot The game takes place on an unnamed planet. Three years ago, the owner of the planet's largest shipping company 82157476af

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