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About This Game

Gunman Taco Truck is an action-packed drive across the post-apocalypse United States to reach the safe haven of Winnipeg, Canada, where there are no taco trucks and your family's taco business can thrive. Getting to the safe towns is hectic but your truck is armed with weapons that blast mutants into taco fillings. In the towns you serve up the mutant scraps to struggling survivors who are more picky than they should be. Use money earned and scrap metal found to upgrade your truck and buy gas and supplies for the trip to the next town.

What does this game have?

- Blasting mutants on the highway to the next sanctuary city
- Making tacos and enchiladas for the hungry survivors
- Spending your money to buy condiments and gas to help you get to the next city
- Spending your scrap to fix or upgrade your taco truck, or buy an even better taco truck
- Dealing with picky apoco-survivors who want their tacos made perfectly
- Blowing your last dollar, or piece of scrap, to win big at the slot machine

Gunman Taco Truck features a wide array of weaponry including an M-16, AK-47, RPG, Tommygun, Bazooka, Thompson, Shotgun, Uzi, Grenade Launcher, and Super Shotgun! These guns provide an increasing level of firepower to clear the road ahead. Keep upgrading to push further toward your goal.

What is your goal?

Your goal is Winnipeg, Canada, where there are no taco trucks and it's safe from the annihilation of the United States nuclear accident. You will keep your family business alive and show Winnipeg what REAL tacos are all about.

Controls

You need a mouse to aim the crosshairs at everything. The keyboard will help you change lanes and launch rockets during the highway scene. The game is mostly controlled with the mouse, however.

Title: Gunman Taco Truck
Genre: Action, Indie, Strategy
Developer:
Romero Games Ltd.
Publisher:
Romero Games Ltd.
Release Date: 28 Jan, 2017

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Minimum:

OS: Windows 7

Processor: Intel i5

Memory: 100 MB RAM

Storage: 100 MB available space

English,Italian







Simple and fun. And it looks like Donovan got a bit of his dad's touch too! Kudos.. A good game with a lot of bugs, literal and digital.. This game is refreshingly original, and simply fun. It's almost hitting some nostalgia strings for the 90's kid in me - I definitely have to give props to a new game that pulls off the retro style this beautifully. Love the graphics, love the creative premise, love the gameplay.

It's surprisingly difficult for how straightforward the game mechanics are - I personally don't think that's a bad thing. I like the challenge.

Great game - excellent job! :D. Great gameboy, 6V10 Dunks, u know roblox? gr8er game. bro, okay. I can't remember where I read about Gunman Taco Truck, but I know that the concept made me laugh. I've never played any games before (other than the kind on Facebook). I kinda knew what Steam was, but I had to ask a gamer friend for more info about it. I got Steam installed, found Gunman Taco Truck, installed it, started playing (on Easy) and promptly died. :-)

I'm awful at shoot-'em-up games, but I'm having SO much fun with this one! I love discovering new things as I travel to different cities. The slot machine games are fun, especially when you're just a bit short of having enough scrap for an upgraded truck. There are so many interesting elements to this game that I'm never bored while playing. I die often, but that doesn't discourage me at all, because there are new ways to play when starting over.

I definitely recommend this game. If an almost 50-year-old female with absolutely no gaming experience can have fun with it, you can too.. Hate to be the first one leaving a bad review, as this is clearly quite a fun game, but it's wierdly difficult on normal mode, has some issues related to it probably being a mobile port such as clunky controls, oversized UI elements and bugs like the map bugging out so it will always snap back to the same location requiring a restart before the issue is fixed. There are also some small annoyances like the game not actually pausing while you go into your recepie book, and it being very easy for you to run yourself into a rut when it comes to cash to the point where the only way to fix it is a restart. Overall it is pretty fun but needs a little work.. Pretty fun game but I am finding it difficult - even on easy!

Love the art and the music - well worth the 12 bucks!. Woa, I really like the sound effects and the classic style graphics. Easy and fast intro, that takes me straight into the fightings (and taco making). Immensely fun!. Very nice game! Great job. Its funny to play, has nice graphics and good gameplay mechanic. Its nice to see, that a family project can get so good.

'effing hilarious game! One of the best 16-bit retro games on Steam yet! Great job Romero Games! Story and artwork had me laughing my\u2665\u2665\u2665\u2665off in the first 30 seconds and the action and gameplay are fun, fun! Love it!
. Edited this review-

It seems the ingredient problem hasn't happened since, and I'm enjoying it much more. I don't know if something actually changed since I wrote last or not, but things are actually managable now and I'm able to get pretty far. So I'm changing my review to positive since it seems like that ingredient problem may have been a fluke.

Overall, a fun game. I enjoy the different management aspects of it and the shooting portions are fun, if sometimes hectic in a good way.

(Old review down here)

You can edit reviews later, right? Because I really don't want to leave this at 'negative', because it -is- a fun game.

However right now, it feels like a really 'unfair' game and I feel like there are balancing issues.

My biggest issue is buying ingredients. Playing in 'easy' mode (which does not seem very easy, to be honest) and visiting about... six? I think six different cities, never once was I able to restock on cilantro. The only cilantro I had in the entire playthrough was the stock have at the beginning. Everything else I was well stocked with, but because I could not make more than the five initial tacos with cilanto, I was severly kneecaped at the beginning and ended up being unable to progress due to something that wasn't my fault as the player.

I hope things get rebalanced. I don't mind ingredients not always being available because that's clearly the point of the game, but a six city run shouldn't lead to it never appearing.. Im so glad a tire pc like mine could run it. Its a really awesome game but i cant make tacos because im stupid or maybe its my tire pc. But i can shoot people and monster but as a monster i felt bad shooting other monsters but it was okay in the end!. Amazing game. Even cooler developer (kid).

Serious props to you for not making something in the fold and taking a risk by making a rogue-like V oregon trail V cooking game.

It's actually fun and that's the most important thing in a video game.

Thanks man. I can't wait to see what you make next!. The graphics and sound are good, making tacos is fun, the shooting game is fun enough. I want this game to be a fun roguelike with tacos, mutants and guns. Instead, it's a mobile port with poor balance.

Steep difficulty means if you don't have a lucky couple of first trips you're dead on your 3rd or 4th. Even then you better hope that things go perfectly. After 4 hours of repeating the first 3-5 trips of the game (having memorized every taco recipe) I finally got frustrated and quit.

I suspect the game balance is built around microtransactions in the original mobile version where you can buy upgrades or better trucks for real world cash. The same exact game is FREE on mobile devices. I tried it on my tablet and sure enough there is a prominent button to buy tacobucks or something that allows you to repair for .05c or buy a big gun for \$1.

This just isn't a good game despite a cool concept and good pixelart graphics. I have no idea why it has a 'mostly positive' rating.. The game is actually a lot more difficult than I expected. The driving sequences test your reflexes from all that\u2665\u2665\u2665\u2665coming towards you while the taco-making sequences are like one of those memory games. There's also resource management involved too, with the food ingredients, scrap parts and money. If you suck at both of those, you'd wind up dead on the highway, beaten to death by a gang of chainsaw-wielding marauders (just like real life!).

The artwork's great; it's in those sprite-based style reminiscent of those old Flash games on Newgrounds or Kongregate like Infectorator. Music's good too; its Tex-Mex style fits the game but isn't particularly memorable.

It's a pretty solid game, but there's a few minor flaws too. Some of the text in the game uses a generic font that just seems out of place (such as the numbers when you hit an enemy) and could've used a sprite-like font to fit in with the rest of the game's texts. There's also a slot machine minigame in some shops that you can win money with, but there's nothing in the game the scoring system (if there's any, because there's no controlling each slots so it could be completely random). Also, it's probably a bug, but I see a few posters in the mechanic shops have their text unaligned (running out into the walls and floors).

Ultimately, I'd give a 5/7, because it's one of those games that's only great for short-bursts of time. A mobile version that you can play on-the-go while waiting for public transport though, now this would be the perfect game for that platform.

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