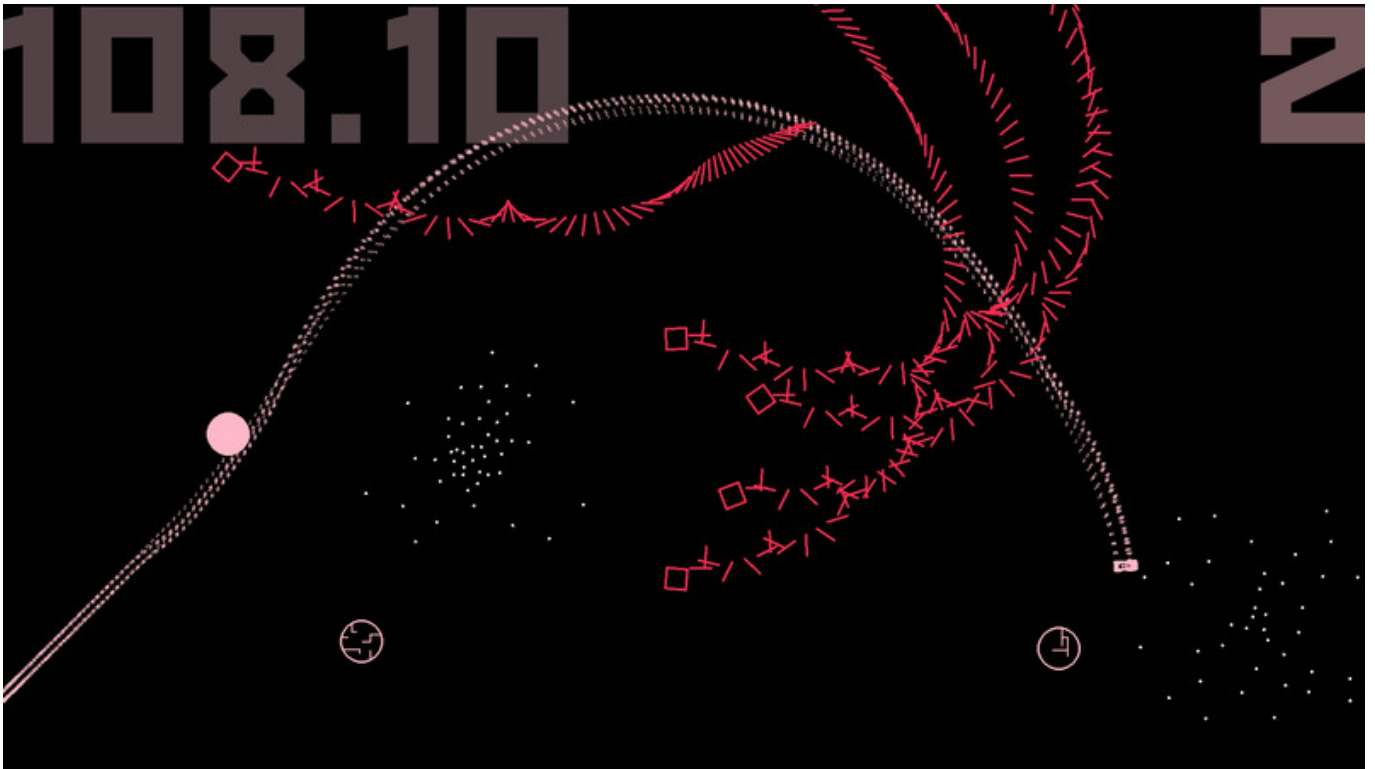


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WARPZONE DRIFTER Full Crack



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## About This Game

Breakless drifter retro-hardcore arcade game, made by the same creator of the UBERMOSH series.

Your job is to drift to specific nodes to stabilize areas of the Warpzone (an unstable parallel dimension used for transportation).  
Moving tentacles, limited time, procedural levels and the inability to break are elements of the challenge.

### Controls and Gameplay

You can move left or right, using any of the analog gamepad sticks or keyboard's Arrows (or A-D, Q-D, Z-X...). The accessible controls have to team up with player's fast reflexes, quick navigation, and piloting skill with physics elements.

Beat your personal best scores while dealing with experimental gameplay, randomized levels, kinda-smart tentacles, eggs and vintage nodes for extra scores.

No breaks.

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Title: WARPZONE DRIFTER

Genre: Action, Indie

Developer:

Walter Machado

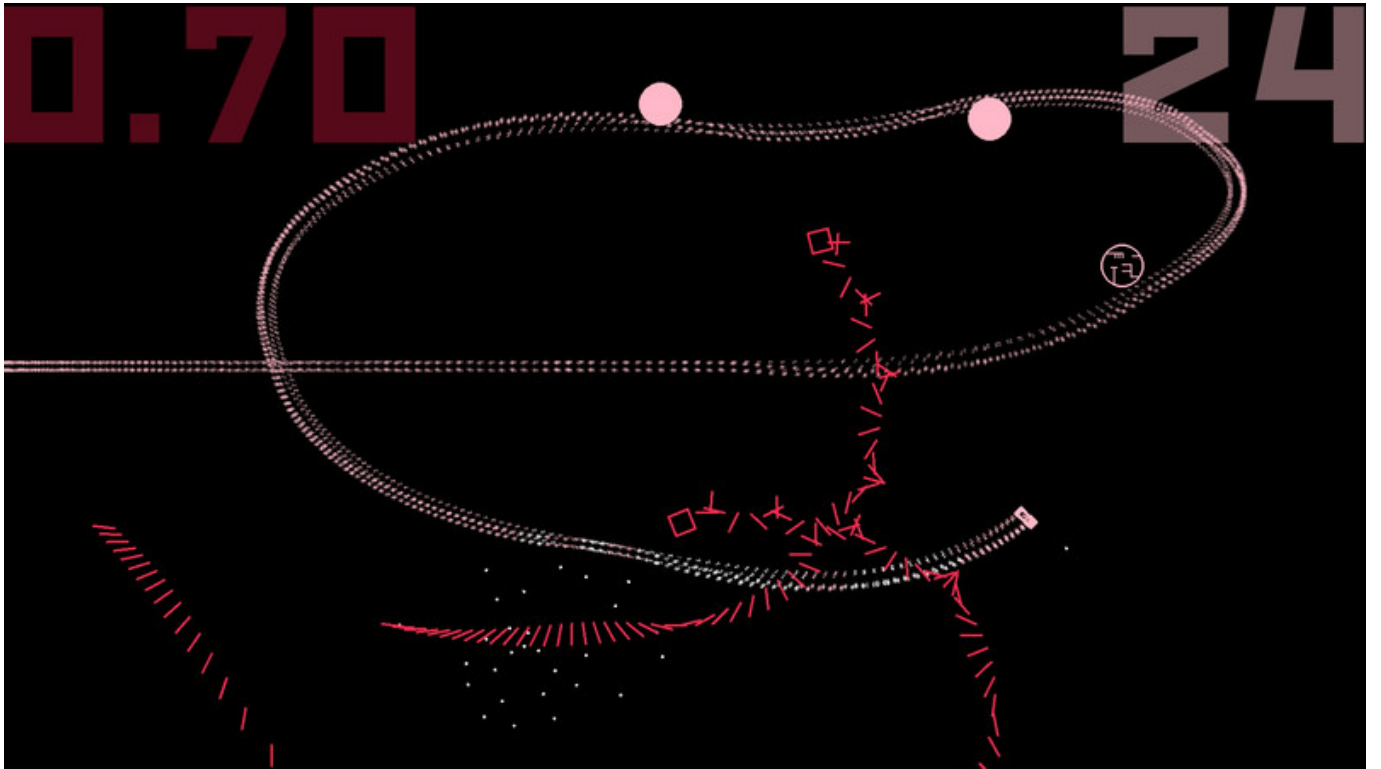
Publisher:

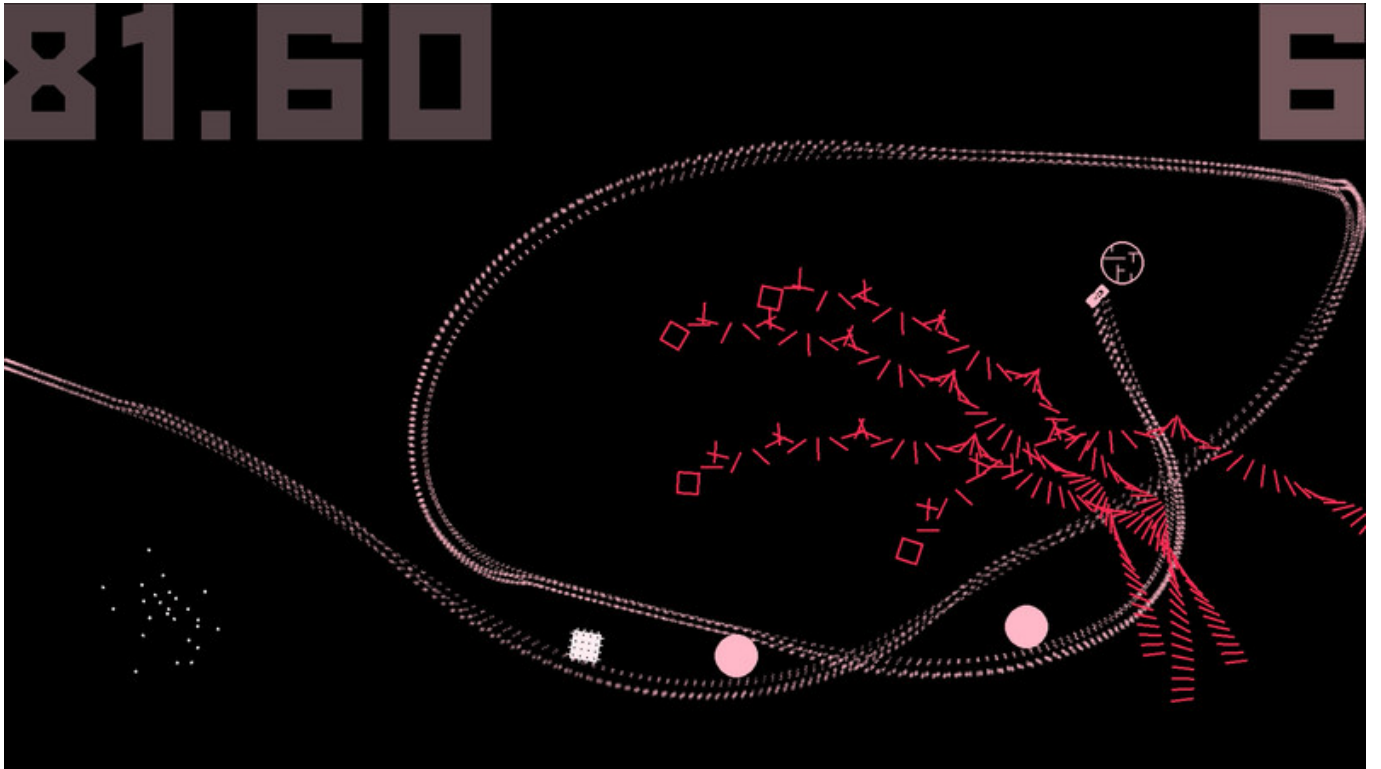
Walter Machado

Release Date: 19 Nov, 2018

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English







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Very hard game, takes ages to get used to. It is really annoying how the screen shakes so much, but you get used to it. Soundtrack also gives you a headache after a bit too. However it is still worth experiencing even if its not perfect, and it feels great when you string together a few good drifts.. I really liked this. Is amazing how can you take a simplistic concept and turn it to a game.

Of course, this is not to everyone. You have to deal with random elements at all times, and surprisingly, this is not what make this game sometimes frustating (we'll get into that); and the quick-paced hardcore mode like all Walter Machado's games.

You depend on ramdoness to get:

**an easy level - Not much of a big deal, but you have ~5.75 seconds per level to get all the achievements, with a little of practice, you can take 2-4 seconds on the easy ones.**

**the square warpzones - an additional warpzone that increase 1 of your points. I can't imagine beating 21 warpzones without it.**

**And the thing that I find just annoying:**

**the screen shaking when hitting a tentacle - durring the drift, the screen shakes, you can deal with it without problems; but when hitting a tentacle while drifting, they add it up in shaking (add high speed, other tentacles, warpzone focus, random health) and that makes this game really unforgiving, cause you can't see where the car is poiting out, and takes time (and more damage) to regain control of the car, sometimes cost the entire run.**

**In 2.4 hours I managed to get all the achievements, it's easy to deal with the learning curve, but after a few hours of rest, you'll need to learn all over again, and then, just get lucky.**

**Finally, this is a fine addition to the library if you like challanges, the sound track is nice and not much annoying, dispite the few tracks. Hope all of enjoy it like I did.. I'm a huge fan of all Walter Machado Games. I was again very excited to find one I haven't played yet.**

**But I can't recommend this one.**

**Ubermosh, TTV, Swarmriders - they all have one thing in common -> Easy to learn. Hard to master.**

**You get the excitement, the adrenalin rush, if you're in a sticky situation and you need to get out with your reflexes, decision making and skills.**

**This one is very different. You can't control the car (the controls are awful) and the enemies are very forgiving. You basically slide across the map desperatly trying to hit three checkpoints driving in a circle the whole time. Most of the time you die, because you're driving out of the screen or hit a tentacle from the wrong angle.**

**There is no feedback of your health. Sometimes you die instantly because of a tentacle, sometimes you crash in every tentacle several times and nothing happens.**

**You just get frustrated. You don't get the cyber-retro-vibe. You don't get the feeling that you accomplish something great.**

**It feels like you're the worst kid in the volleyball team, the coach let you serve from the middle of the field and applaudes if you bring the ball to the other side, while everyone**

**is**

**are**

**. Honestly... I really fails at enjoying this game from Walter Machado. I have every single one of his titles, but this one sticks out for some reasons. The controls feel slippery, like, way too slippery; I keep missing every single circle with a small pixel margin, and I just can't get better after minutes and minutes of trying, compared to every single one of their titles.**

**Not too sure how and why I die. Sometimes, just by touching the tentacles, while other times I touch them 5+ without dying.**

**Also, it gets repetitive super fast, way more than their other games.. The closest possible experience to smoking weed**

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**without actually using one. Absolutely minimalistic, tough as nails, yet not boring game. Work of art in its' finest.  
Great job, Walter! (dunno if I will ever beat this one)**





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