RoadkillerZ Crack Code

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About This Game

Background:

Hidden deep beneath the Breather metropolises are vast Undercities carved out by slaving Undead Skags where the zombie masters rule through Deep In The Dead. Even further down still are the infernal hellholes where all manners of foulness, evil and monstrosity live. An unliving hell just under our feet! This is a game about life in the darkness, the horror relieved only by the weekly SCUMBALL DERBY RACE!

WHEN THERE IS NO MORE ROOM ON THE TRACK TO DRIVE… YOU JUST HAVE TO RUN THEM OVER!

When you die from a "terminal disease" they send you down here. As cannon fodder for the cars! These souped-up, armored and armed jalopies are designed to race, built to crash, and perfected to mow over as many Zombies as they can.

SO THROW IT IN DRIVE AND GRIND EM UP! SPLAT GOES THE ZOMBIE!
IF THE BLOOD AIN'T FLYIN, YOU AIN'T TRYIN!

Features:

- We have designed absolutely unique control system for this game and called it "KANT Controls", which is great possibility for VR users to found themselves fully immersed into the VR driving game.

- We already have 2 unique vehicles and plan to add 2 more in the nearest future.

- Running over Zombies gives you power-ups, but there is a system to the madness. Can you figure out all its intricacies?

- We have two arenas so far, but are planning to add more.

- Use NITRO to boost your speed, but don't use it too often!

- Kill enough zombies and activate your backup Rocket Gun!

- Excellent car and driving physics will be developed further

- Story is written by Mark Rein•Hagen, Creator of Vampire: The Masquerade, the World of Darkness and I AM ZOMBIE

This game is a work in progress, please help us finish our dream in the way we always intended it to be. Thanks for your support!

Title: RoadkillerZ
Genre: Action, Indie, Racing, Early Access
Developer:
Black Room Games
Publisher:
Black Room Games
Release Date: 29 May, 2017

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Minimum:

OS: Windows 7 x64 or higher
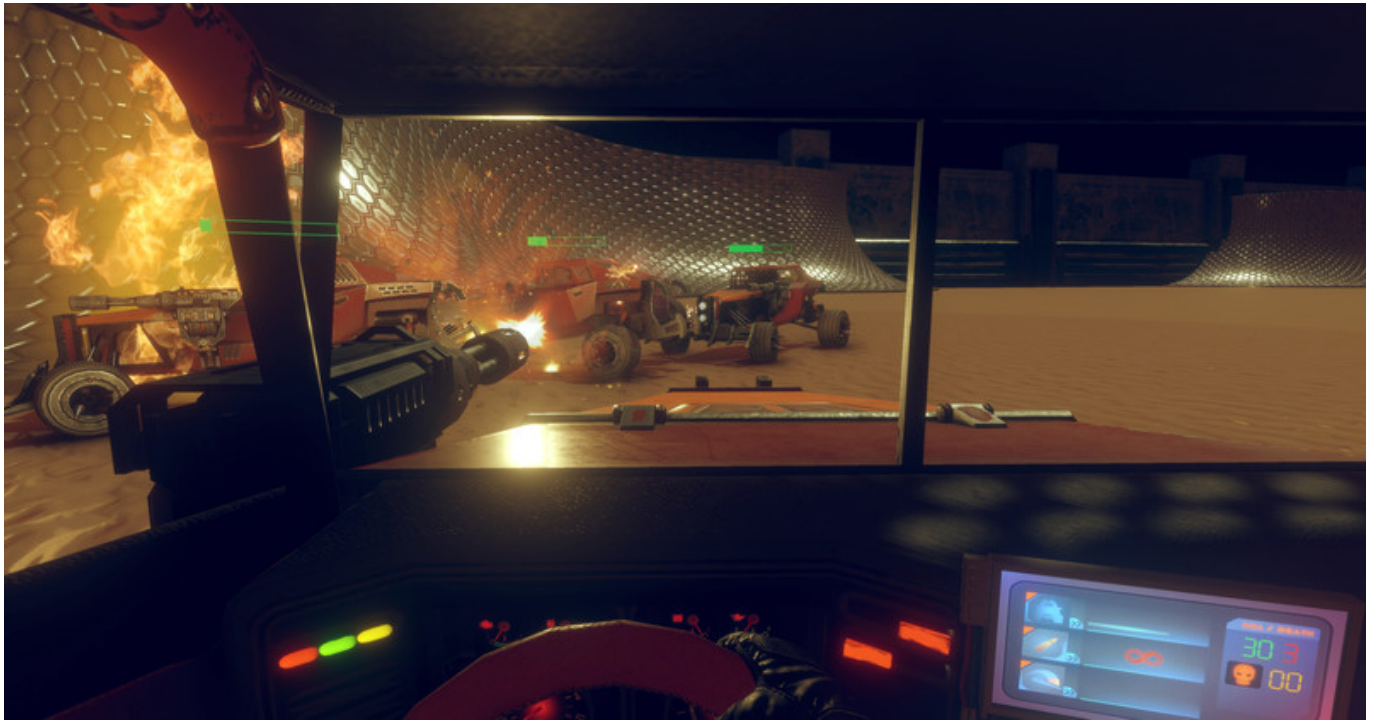
Processor: Intel i5 haswell or AMD FX-6350

Memory: 4048 MB RAM

Graphics: NVIDIA GTX 970 or Radeon R9 290X

DirectX: Version 11

Storage: 2500 MB available space

English

very nice game, easy controls, fun to play,.

multiplayer shall be super fun :)). Hate to say it, i want this game to be good. but it's a buggy mess. barely working and the entire time i've owned it, it seems almost no different. two cars to choose from two tracks. the wonkiest of controls, no steering wheel support. all around crap. I've had it for months I played it about 30 min when i first got it. just tried again today. still identical as far as i can tell to what I bought months ago.. Amazing potential and tons of FUN already there !

I can only imagine what developers can add there to make it even cooler!

Well done guys and keep good work!

Better grab NOW white on sale.. 2.8 out of 10

This really does have an early access feel, Alpha I'd say. Stuff works but it does feel quite incomplete.

The graphics are average, good enough for this type of game if it's fun. Level design isn't anything spectacular. Performance-wise, some dropped frames on my 1080, but nothing serious but could induce motion sickness over a long session.

The controls are fine considering you're trying to use a steering wheel in mid air, but can't get the car to reverse so can get stuck against walls and pillars. The car motion is somewhat lifeless and could do with more dymanic physics to allow skids. Smashing into barrels and zombies, doesn't relay any feedback to give you the illusion you've really hit anything with mass. Same for the guns too.

Based on the content, is it worth it? I'd say no. Sure the price is low. I've got a stack of early access VR games that promise to deliver great things. One thing I've learned is that if a VR ea title is poor to start with, things don't get a whole lot better on the full release either as they've already shown the limit of their ability from the outset. Double this up with a developer having one game to their name the chances are slim that the potenial is actually realised. I'm not trying to be negative to this individual developer, this has become far too common in VR ea games.

I do like the idea of the game but this isn't fun or shows much game development ability that things will get a lot better. I stopped adding bad ea games to my library thinking they're going to improve with updates, they never do. It's cheap but I'm getting a refund, otherwise I'll be throwing away money on something I'll never play again.. 8 minutes got bored as\u2665\u2665\u2665\u2665\u2665\u2665stuck to a toilet bowl waiting for the next flush. Maybe it's just me but driving round in circles trying to shoot another car and runover zombies got old fast. Seems like a waste of VR but hey if you spend hours watching Monster trucks then maybe this is for you.

2 out of 10 \u2665\u2665\u2665\u2665\u2665 stuck to a toilet bowl.. This review is what I had experianced in\/with the game. Everybody will experiance things differently. With that onto the review of RoadkillerZ

RoadkillerZ is a vehicular combat game and has been out for 8 months. Your thinking it being realesed for 8 months the game must be fun and exciting....nnope. Roadkiller Z is just a single-player gamere you dive around, destroy the dumest A.I. and run over zombies.

First buying this and playing it for only 10 minutes I was bored and ticked. off. When I bought it 8 months ago, the accelarator was also shooting the gun. That is the only thing that got fixed while everything else is still the same. I don't know if the develoeprs are going through a tough time or just don't care about their game because I don't see the love in it.

The cars: there are only 2 cars. A small and medium. The small has one mini gun and the medium has a mini + rocket.

Maps: there only 2 boaring maps to play on. A dirt map and a trap map.

Zombies: the zombies don't do crap in the game other then to get your ride full of blood.

Contoller Support: ......WTF is this bull crap. I pugged in my contoller and the game doesn't even respawned and there is no option to turn on contoller support.

Multiplayer: ya safe to say withing the 8 months of this being out and no muliplayer yet I doubt there will not be any. I can only see the devlopers releasing multiplayer when the new Death Race movie comes out but the canches of that even happening is 0.01% chance.

RoadkillerZ gets a 1\/10 score. This game just wasn't fun for me and some other players also agree with me. This game went down the road of failure and I don't see how the developers can bring the game back from the dead.

That is the Pony review for Roadkiller Z. Seriously, this is one of the most entertaining games in VR so far! Ever played Carmageddon or Destruction Derby? Well, this is it - a perfect mix of these two games in Virtual Reality, with great graphics, nice control system, crazy immersion in VR and amazingly funny gameplay.

I have made a Mixed Reality VR gameplay video of RoadkillerZ, you have probably never seen anything like it:
https:\/\/www.youtube.com\/watch?v=q0F1Y-F5wsU

Graphics:
The graphical environment is truly great looking and shiny. There are several quality settings in main menu, and I could play this without issues on Hight and Ultra (I kept it on High for recordings). The cars are very detailed and realistic, and the maps has nice atmospheres. The walking zombies also looks polished, and if you run into them they go into pieces of flesh, just lovely!
Sounds:
The sound effects and car engines sounds are spot on, you really hear the surround sound from every direction precisely and it adds a lot to the game immersion. The music seems nice, but I prefer to play it without music.

Physics:
Lovely physics of the cars, with realistic suspension, challenging but still not frustrating steering system of the cars and the cars are responding as expected in turns, 180s and when jumping\/flying. Physics is one of this games best things! The only thing I miss is the ability to destroy the cars (parts flying off etc), but that will hopefully get added later on, I assume. The control system with Vive controllers is working good even if it could get polished with updates.

Gameplay:
You can compete against 1,2 or 3 opponents on both maps. I would recommend to start off with 1 to learn the steering and the shooting. The shooting part is a pit tricky, especially with the "bigger" truck as its aiming a bit too high, and I miss a lot of shots while playing agains the "smaller" cars and I can hardly hit any zombies with the machine gun. There are bonuses\/powerups you can collect on both maps such as "repair", "nitro" and probably more later on.

Performance:
I run a GTX 1080 Ti so of course it works great. But I think a GTX 970 should handle Medium or High settings without problems. The difference between High and Ultra is not big.

The maps & cars:
In the first version of RoadkillerZ we have 2 maps\/arenas and 2 cars to choose from. Both are different, and I personally prefer the bigger car (for better visibility) and the second map (Black Sky) which has more cool stuff like traps, jumping hills\/ledges, power ups, places to hide etc.

Motion Sickness?
Nope, none at all.

Value:
Seriously, this game costs nothing. Less than 4 euro for a game like this is a no-brainer. This is one of the best HTC Vive games under 10 euro, and probably the best for this price.. HMM ok so it crashed a few times just trying to start it then finally i was stuck at the screen that says grab the wheel... GG! maybe wait till more updates are out but the game is 100% unplayable at it's current state not sure what the money is for, so many free playable games out there lol

New update is out and i am still stuck at Grab the wheel :(

New Review:
So I tried again as the dev said most problems were already solved!
-If you chose "VIVE" in the controls as your gamepad, it won't work. You have to use "controller right hand" or it doesn't work on vive?
-The level chosing menu\/ennemy\/car garage is utterly confusing. Trigger doesn't work to select 80% of the time
-Once I was inside of the game, it was functionnal for a good 30 seconds then the wheel started turning to the left and I couldn't do anything else
-I think I saw one zombie somewhere.

The dash boards and my game detects my VIVE properly so it's NOT an user-side problem afaik.
Maybe those problems won't happen for a lot of people but as far as I'm concerned it's offputing.

Old Review:

Whaaat?

-On VIVE, the trigger is used to fire and to accelerate.
-The game crashed 3 times before I was able to go past the menu
-Talking about the menus, you can barely navigate them.
-Why do I have to be floating over the ground in the garage? OVR outputs the floor position and my HMD height. Is it too hard to just put it at the right height?
-For what little I played the game, the car feels huge and there wasn't that many zombies around

Overall, the idea is cool, the realisation not so much. And it start to feel like a recurring theme in VR games..... I don't know what is going on but it keeps crashing my display on my cv1. I can't even play it crashes on and off every second. i hope it gets fixed some day and i'm not the only one with this problem. :(i would love any help. It's way too early to tell if this game will turn out good. The motion controls are unreliable making the driving very difficult. The map is very simplistic and basic which doesn't really lead to any interesting gameplay. The driving mechanics are rather basic as well so there isn't very rewarding gameplay. That said, a VR Carmageddon-type game where you have guns on cars is a surefire idea if it can be executed well. Also, it remains to be seen if this genre of game benefits much from VR. I'm all for cockpit VR games but the genre is niche as it is and Carmageddon (not VR) already exists.