
Motorama Download Laptop



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About This Game

Go back in time and experience “The Fabulous Fifties” in a game that relives the period, vehicles and street races of the legendary 50’s films. Customize your car and compete in 8 different race modes, through five completely different 50’s themed areas and become the King of the Road!

For many years, street racings have been popular around Sierra Lake, one of California’s most famous cities. Flashy cars driven by skilled racers, with lots of money at stake and of course beautiful girls create - an explosive cocktail where only the bravest compete.

Title: Motorama
Genre: Action, Racing
Developer:
251 Games
Publisher:
KISS ltd
Release Date: 21 Nov, 2014

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English







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For 17,99€ its NOT worth it but for 1,79€ its not that bad. Yes it has a lot of bugs, the music is♥♥♥♥♥but for this price you are not gonna get a good game like bmg drive or a nfs game.. i like the handling, unfortunately it crashes sometimes. The only race i wanted to win was to see how fast i can uninstall this game from my computer!. That's too terrible,i want to say this is a sh*t,always a BGM,sick very sick.IF u want to support designer,go to hell!. When I bought this game, I did it understanding that Im not going to find a Need for Speed, whatsoever, but thinking that Im going to find a fun racing game, based on the 50s, with those massive and potent cars, and their rock music. I have to say that I'm quite enjoying the experience. For a Unity game, the car models are very well resolved, and if the sensation of speed is not crazy, Im sure that those real heavy♥♥♥♥♥cars, didn't run faster than this...

I've had hard times in the beginning figuring out the keys to play, as I dont have a pad, but once you do, you can play ok. Anyway, I really hope that devs release the promised patch, so I can get the full potential of the game.

Good job guys, keep at it!. If there was an option to write a neutral review, I would do just that. Since I don't have this option, I'm going to write a positive review just because I feel like the game is a pretty decent buy on sale with a big discount although the full price is absurd.

The game is short and can be completed in under 4 hours (including all achievements). You get to drive some classic cars from 1932 to 1962. There simply aren't many racing games where you can find cars from this period of time. In addition to that, both visuals and performance of the cars can be customized. Rims were the only thing I couldn't find a way to change. The achievements make everything a little bit more interesting. The handling of the cars is quite strange. You never feel fully confident because the car can start to slide at any given moment. However, the drifting can be fun.

There are some irritating things such as illogically placed invisible walls or AI opponents who can pass through traffic cars like ghosts. Soundtrack contains only 1 song. You can set music volume to 0 but it will still play in the menu after you finish a race. You expect to hear some roaring V8 engines but what you actually get is more like economy 1.2L engine sounds. Also, all cars have the same interior (seats, steering wheel, dashboard and color).

All in all, the game is definitely playable and can be enjoyed despite some irritating bugs.. Nice looking cars (and truck) in Motorama, but that's about it. Handling varies from tank-like as you'd expect for an older four door land yacht to way too twitchy regardless of what upgrades you toss at the car, there's not really a friendly mid-point. Visuals are awful, the store screenshots have clearly been Photoshopped as the game looks closer to a budget title released in 2005-08 even when run on highest settings. Aside from screeching tires most cars are silent. The retro soundtrack is super limited and will have you ripping out your hair around two hours in.

You can complete the entire game in under four hours, buying and grind leveling up the few vehicles you're not rewarded would probably see you closer to 10 hours if you don't mind replaying the same few tracks over a dozen times each. If you're looking to satiate an old vehicle fix with this, you'd be better off saving up for Mafia 2/3 or LA Noire.. Motorama is a retro 50's car racing game with various cars to buy and a wide variety of upgrades to purchase as you climb your way to the top of the underground racing circuit on 8 different race modes.

The upgrade system allows you to improve all features of your car from improving the handling and breaks so you don't spin out of control to changing the looks of your car to beat the competition in style. Speaking of style you can also level up based off of how stylish you are for doing things such as drifting. These will get you to level up but it's also important to do well in the race and not just look cool. After the first race depending on how you place you will get money to upgrade your vehicle and boy will you need it.

The first cars you will get are let's face it terrible they handle awful and or are slow, you can buy some upgrades at the start with your start up fund but your car isn't going to be a Ferrari.

Your objective is to beat the 4 best racers but to do this you have to prove your good enough by completing various challenges, they each have challenges that you must complete such as winning \$x in prize money. This means you will do each race several times to unlock the best of the best.

The music of the game is either something you will love or something you will hate. The soundtrack consists of 1 song that you will hear constantly on loop and it may just drive you insane.

The game is created in unity as many indie games are and allows you to change your graphics. The first track of the game reminds me of an area in grand theft auto San Andreas but looks a bit higher resolution.

The game itself is fun and gives you the feel of a mario kart game were the AI is cheating as it seems easy. Enough to get into not last but the guy in first seems to have a rocket strapped to his car. Your car doesn't have a health bar so ramming the enemy and trying to get the lead is fun and works for a while.

Overall if you do not mind a slow grind to a better car then the game is a fun little racing game and if the music doesn't drive you insane then you should have some fun with this one.

There isn't much in the way of story and the music will drive some people crazy, taking that into account the game is fun and if you enjoy racing games you should consider picking it up 8/10

original post

<https://gamingmalarkeyreviews.wordpress.com/2014/11/26/motorama-review/>

video version

<https://www.youtube.com/watch?v=cRAeT8MsZ5g&list=UUITsUPRAB2mma2wtDwIaD5Q>. I don't like writing reviews about how bad a game is. I usually try to find the positive in any game I play. This game has the potential to be a good, decent budget racing game but with the current problems it has at the moment keep it from being that. First off its a simulation game that thinks its a arcade racer at times. I played this with a PC controller that's shaped like a Xbox controller and a wired Xbox One controller. And with both controllers the steering is a little too sensitive at low speed. Even with a car fully upgraded its still real sensitive. No matter which car it was it would want to run off the road with just a slight push. Speaking of off road, when did dirt and grass feels like driving on ice? The road itself the game is fine. But once you go off-road, it feels like you're taking your car with street tires onto a frozen lake. There's absolutely no traction at all once you're off the road. Even with one of the tracks having what looks like short cuts, they offer no traction at all. So its best just to stay to the road. The AI in this game are as smart as a box of rocks. Starting with the first race all the way to the end, the AI makes some REALLY dumb mistakes. Almost all the time one of the 3 AI in a race will just swerve itself into a wreck and the other 2 will wreck each other while you cruise to a win. This happens in all the Sprint, Race, Knockout, and Escape. And don't expect the AI get wreck by the cars on the track. They just drive through every single one that isn't a race AI or you. But don't expect yourself to run through them because most of the time if you even tap a car, it would almost put you in a dead stop. That's right, you can be doing 160 and tap a car and you're down to 0. As for the race types, you have the 4 I have mention, you also have Stunt Trial (which appears 1 time) and Lap Record (Time Trial). So you have a good set of race types for the 5 levels in the game. For each level you have 4 races you have to do but you have to complete 4 objectives to compete against the boss of the level. So for the 5 level its rinse and repeat 5 times. And for the simulation part, you have a level system that gives you "upgrades" to nitro and special cars. I never noticed any nitro upgrades and the special cars are nice till you hit the level 10 bug. Then you will get the level 10 car over and over and over after every race. And with no option to sell cars in the game, you are stuck with a lot of the level 10 cars. The game is imbalance in a way that I took the first car you get, upgraded all the way, and won races all the way up to level 5. They game isn't worth the price they want for it in its current state. But with some work and some spit shine, this could become a decent budget racer.

I'll explain briefly what I think about Motorama:

Motorama is an honest and enjoyable game, completely fun and good looking. Damn! it's not NFS or so! but for sure is very playable and original racing game with awesome details for the pricing, in my opinion.

Is very funny to see how competitors (race events) fight pushing each other out of the path or how they make mistakes.

Garage seems deep to explore and complete, great to me, and most important is that car improvements have an important impact in races so the feeling of progression is good and well adjusted.

Graphics are good and cars are very detailed. Pricing is ok for Motorama so I feel ok to this regard.

Repeating what I've read from other users, game seems to be designed for Xbox or PS3 and the PC version just take the 'pad' control heritage, but at least to me that doesn't mean any important problem.

Some minor bugs and glitches experienced but the overview is that Motorama has met my expectations.

. Looks cool, is cool. But it is only a game for teh one's who love the 50's. But a nice 50's stylish racing game. 6/10. Does this game live up to its price? No. There are a lot of things wrong with it. One of the major things I found to be annoying, was that there was no ingame indepth options menu. The music repeats itself, which is annoying. You get no hint whatsoever to which keys you should press, as there is no ingame options menu for PC controls. And much more. Do I like the game on the other hand? Yes I do. The concept is good. I like the ingame graphics. It's unique. Now, I bought this game in a bundle, and was surprised to see the pricetag on its steam store page. 17,99 euros is not worth it. The game needs a lot of updates in every department, especially in the options department. This is a PC game for crying out loud. Also, on the first stage, there was a barrier I could clip through.

But as said, I do like the game. It's a one of a kind, and it is therefore I give this a positive review. But do not buy this for its current price. It is not worth it for that amount of money.. its a fun game but as of feb 9 2015 the ai still clips through the oncoming traffic and keeps going.alot of times coming into a corner you cant use two keys like turn and thtrottle it one or the other 99.9% of any other car games will let you turn and gunit sort of a power turn this doesnt yet. and the two buttons at the bottom of the screen the a and b i guess is enter and escape noway to map that in game.even with this i still find the game fun and worthwhile if you like car racing older cars and to expand on that would be real nice if the company would comeout with some dlc for more cars and tracks. but firt i hope they patch the ai going total trough oncoming traffic and acutaly get hit .and i hope they fix the other keyboard problems so you can turn and trottle or turn and brake at the sametime now you cant its one or the other.i still recommend this game but they just need few more patchs and some dlc and it would be a great hame in my opinon.. Awful controls, AI is way to fast, Graphics are extremely bad for the art style it is trying to go for (realism) and the music is awful. Worst 7 minutes of my life.. Such a bad "game," if you want to call it that. Awful graphics, poor grammar, unfair and repetative gameplay, annoying music and sounds... the list goes on. I also don't know what kind of physics engine was used, but it sure as hell wasn't a racing one. You slide all over the place if you try to drift, or even if you're going too fast, and you will continue to spin around and around. The AI is also broken, as they can go straight through the traffic without being phased. This is a cheap pile of \u2665\u2665\u2665\u2665\u2665 I mean cheaply put together, as the game itself is \$20... this is criminal and needs to be taken off steam.. holy crapola. what can i say? and 19.99 OMG. piece a craaaaaaaaap!!.

crap i tell u- craaaaaaaaap!. Choosing between Assassin Creed Unity and this game, I chose to drink my own♥♥♥♥♥♥ This game is so bad, if you try to go on shortcut, when u reach gravel you will get stuck in 3rd gear like for ever AI :))) a joke shaking on straight line, ramming like its burnout paradise, trafic AI... same joke. The price ??? 17,99 , i got it from a bundle bundle so im telling you DO NOT BUY THIS !!!!!. Save your money.

Not a pleasant experience.

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