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About This Game

Award-winning same-screen party racing for up to 16 players! Race brutal-cute aliens on exotic planets, using weapon powerups and physics-based vehicles to annihilate your competition in frantic round-based combat. Connect spare gamepads, laptops and smart devices as extra controllers.

Features

- Addictive racing mayhem for all ages featuring brutal-cute aliens, exotic locations and absurd weapon powerups
- Squeeze 16 local players onto the same screen using gamepads, laptops and smart devices as extra controllers
- Battle friends and family on the couch, compete against others online, or play career mode solo against punishing bots
- Highly customizable party game modes with dozens of gameplay modifiers and presets for endless variety
- Simple controls for newcomers, with advanced strategies for veteran players
- Round-based combat ensures quick respawns and allows drop-in drop-out play

Title: Obliteracers
Genre: Action, Indie, Racing
Developer:
Varkian Empire
Publisher:
Varkian Empire, Deck13
Release Date: 23 Feb, 2016

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Minimum:

OS: Windows Vista 64-bit

Processor: AMD Athlon X2 2.8 GHZ, Intel Core 2 Duo 2.4 GHZ

Memory: 4 GB RAM

Graphics: Nvidia GTS 450, Radeon 5750 1 GB

DirectX: Version 10

Network: Broadband Internet connection

Storage: 7 GB available space

Sound Card: Onboard

English,French,Italian,German,Russian







Pretty fun game, similiar to blaze rush, however one pretty neat feature that sets it apart is the ability for anyone to join and use their tablet or phone as a gamepad.. Look.

People are saying stuff about the camera and whatnot (maybe the controls.)
But it's a party game. The camera HAS to be like that.

Sure, It can be annoying. But that's how it has to work. Splitscreen is annoying, and this game is good for parties.

Oh yeah the music and the levels are great. I can't wait til this game takes off.

EDIT: i'm making this a progressive review. If you aren't sure about buying this, this review is probably your resort. So, read along, buyer.

2V29V16: You'd think that 16 players in one game will be horrible. No WAY! the bots are fun to play with in 16 person mode!
It's mayhem (in a good way)!

1V3V16: The music isn't repeatative. The racers are unique. Gosh, i still love this game. I just played some of the same map for a while. Didn't notice!

3V3V16

A match daily is like an energy booster. 10V10. Ok game, it looks better in the screenshots than I thought it played. Had issues setting up all controllers for multiplayer and the phone controls were next to unplayable (although I appreciate the idea). Just fairly mediocre in my opinion.. Great fun! I've been looking for a replacement to match the local play highlights of Micro Machines, Micro Maniacs and Mashed and FINALLY something has come along to fit the bill.

While it's not a direct descendant, this is probably the closest game I've played to Mashed in a long time - but with all the modern day extra you'd expect. Loads of mods to change up the races, plenty of maps, great weapons (all very similar to Mashed, but again, tweaked perfectly).

I keep going back to Mashed because I was hugely disappointed by Mashed's follow-up Wrecked. This feels like the game that Wrecked should have been - the core driving mechanics are perfect for this type of game, and the quick drop-in, drop-out means any frustration is forgotten almost instantly.

My only con so far is: Where is everyone? :(Mario Kart meets SpeedRacers!

This game is great. I noticed it months ago and waiting until release and wasn't disappointed. The game plays like a more chaotic version of Mario Kart where the camera will follow 1st place only. Once you die, you get to control a rocket launcher to take out the remaining racers. The fun of this is that you all control it, so you end up fighting with other people for the shots.

We spend a lot of time playing and chatting\u2665\u2665\u2665\u2665\u2665\u2665as this game is perfect to grieve your friends and then mock them accordingly.

It's generally a fun game that i've not found to get boring yet, and really fun in local co-op too. I would recommend this to anyone looking for a kart racer that different.

Edit: This game is pretty much dead. It can be fun local on online with friends, but do not expect to see anyone else playing it

Obliteracers (Formerly known as Space Dust Racers) is a super unique start to 2016 game development. It features local and online party play, not splitscreen, but the camera expanding to support everyone. It brings back the nostalgic mario-kart feelings to 2016, and multiplies the fun by 4x, quite literally. Even more interesting (the first game I've seen to do this), you can hook up extra controllers, laptops and smartphones/tablets to get the whole family involved.

Obliteracers also uses local area network forwarding, which means the smartphone control goes straight to your modem and straight back to your PC. However, the smartphone/tablet controls I feel are a little dodgy and need to be changed to a more simple, 1 joystick style instead of this smart accelerator stuff they've got going at the moment.

If you have no friends or your family is deciding to anti-social, the AI is there and good to go. The AI isn't dumb, but sure as hell be a lot better. They tend to not use the power-ups very effectively and make some decisions that isn't exactly clever.

The UI is perfect, it is 100% compatible with controllers so you can hook your laptop up to the TV and be all good to go! However, I feel the kart number system is a little confusing at times and lets just say the 16-player online gets really confusing, fun and absolutely MENTAL when you join a full match.

To summarise (and some other stuff I'm too lazy to say):

Pros:

- Unique controller system
- Insane 16 player party gaming fun
- Seamless UI
- Variety of maps
- Tons of gamemodes
- That awesome Unreal Engine 4 feel
- Awesome online multiplayer
- No splitscreen, just a single screen for everyone!
- Humorous and quick music (I know, it sounds weird but it is)

Cons:

- Few servers hosted, said servers not often full
- Slightly repetitive career mode
- Not as many power-ups as I would like

8/10 from me, great buy :)

. I have very mixed feelings about this game, but I'll go through my pros and cons.

Pros

- Catchy Music
- Colourful environments
- Wide variety of power ups
- Story Mode is generally easy and lets you try over and over again until you succeed

Cons

- Repetitive character sounds
- No variety in taunts
- Lack of Diversity in characters with unoriginal and unimaginative reskins of the original 6-8 ones you can choose from.
- "Story Mode" should just be named "Training Mode" as there is no story there at all.
- Drifting is difficult
- Races can be too quick when 10 or so people die at once
- Fall out of frame of the screen and you're dead (I understand it's supposed to be that way but I'm just not a fan)
- Respawn doesn't give you any time to catch up to other racers properly (You can die within 1-3 seconds of a respawn if you're not immediately drifting because you fall behind and you're off the screen)

It's tough to recommend this game but if you can master drifting you stand a chance in multiplayer. Otherwise you're limited to doing versus with your own friends or story mode over and over.

. I was hoping this game would be easiewr to pick up by a novice gamer. Then you have a game that a bunch pof people can play together, whether or not they are experienced players.

Fun concept, but it is hard to control the character and it gets very confusing when there are above about 6 racers.

in other words, if you are looking to play this game drunk with your bunch of friends who vary in gaming skill, dotnt get this one.. This game is fantastic, however, the phone controller needs a rework. Maybe add in tilt control or a better joystick. Great game! The multiplayer is fantastic. It reminds me of MarioKart but is way better and keeps all 16 players involved. Very fun game. Could be great for LAN parties. Also, the price is right. Check it out!

(Yes, I know it has LAN capabilities. That is why I mentioned it. I didn't ever say it wasn't available. I just haven't done it yet, hence the "could" instead of "is".)

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