
Gumball Drift Download 100mb Pc



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About This Game

Based on the classic arcade racing style and console kart racers, this Fast Paced racer brings you into the track in virtual reality. With both utility and sport vehicles, Gumball Drift takes you on a tour of the world. Racing both on and off road, gain powerful pickups and added awards while you hold the lead and leave your opponents in the dust!

Gumball Rally is an arcade racer that takes you back to the fast paced action of top down cart racing, now in virtual reality! Take to the track with a God like perspective, with complete control of your racing vehicle with a joystick controller.

Avoid contact with the other racers to keep your car in one piece, or else you might find yourself in a fiery wreck. Use helpful power ups found around the track, like car repair packs, protective force fields, and even speed boosting nitro. But watch out, your opponents can use those pickups as well, and might fight you for them.

Race either by yourself against some competitive AI, or with friends via online multiplayer in a virtual reality race room, where you can talk smack and watch the other drivers in a remote racing league.

For those brave enough to join the battle with the Oculus Rift or at Room Scale with the HTC Vive, a VR version of the game will put you directly in the race as you experience remote miniature car racing. Complete VR immersion can be experienced with in-game VR menus, HUDS, stats, controls and gauges.

Title: Gumball Drift
Genre: Action, Racing, Sports
Developer:
Ghost Machine
Publisher:
Ghost Machine
Release Date: 5 Apr, 2016

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Minimum:

OS: Windows XP , Windows Vista, Windows 7, 8 (32 or 64 bit versions, optimized for 64 bit and multicore processors)

Processor: Intel Core 2 Duo 1.8Ghz or AMD Athlon X2 2.4 Ghz

Memory: 2 GB RAM

Graphics: Nvidia GeForce 8800GT and higher ; ATI radeon HD 3850 and higher

DirectX: Version 9.0

Storage: 1 GB available space

Sound Card: integrated or higher

Additional Notes: 2x USB 3.0 ports, Mouse & keyboard, Microsoft Xbox 360® Controller for Windows® or equivalent

English







VR play for this type of game is actually good and the game itself is fun. But, I can't recommend at this point. I think with some pretty minor game design tweaks, it could be excellent.

Examples:

The first couple tracks pay \$5000 to win. Spend \$20000 to unlock a new longer, harder track... and that pays \$5000 to win. You can play tracks over and over without penalty. So... play the first easy track over and over is the best path forward.

It also doesn't show what tracks you've won, or your best times, or anything like that.

According to the lap counter, your first lap is lap 0 of 4, and your final lap is 3 of 4. Yep, finish lap 3 of 4, and the race is over. You do complete 4 laps, but they are simply numbered wrong. Was this game play tested?

See the grass with the pylons in the screen shots? You can drive straight over that without any penalty. The AI doesn't cut the corner, so it's pretty hard to lose that race.

Driving in dirt is way too slow.

Cars are too fragile. A couple rubs and they blow up... but are immediately respawned in exactly the same spot. Odd gameplay choice.

Steering doesn't seem to work unless you're on the gas. Again, odd.

All of this seems like just sloppy game design. But, it strips the fun and challenge from what potentially could be a really great arcade racer. It doesn't feel like a rushed game, but it does feel like an untested/tweaked game. Great potential, but not worth the \$ they are asking for it now.

Sooooo close to being sooooo fun. Update and fix... please! :-)

Note: reviewed as single player game. Maybe this is an excellent online game. I don't know.

. This looked so good on the store page. But it was disappointing on many fronts. The concept is great, somewhere between micro machines and having one of those electric toy race tracks. The VR perspective looking down on toy like race cars you control works really well. There is of course no reason it needs to be VR exclusive, the camera could easily be bound to the right analog stick allowing non-VR owners to join in. It's all down hill from there too.

I loaded it up and went straight into options, where sound was defaulted to off and virtually impossible to adjust because attempting to adjust the volume sliders moves you to next option in the menu. I later found out the volume sliders only affect the main menu and even with sound off the the music at the start of the race will blow out your ear drums.

I bought it primarily because it's one of the few Vive enabled games listed to have multiplayer. So talking to a friend in teamspeak we loaded up the game, and clicked online. Immediately we were taken into a race track. First thing we noticed was despite the game not using the vive controllers, they still floated visably above the race track blocking the view until we physically moved them out of the way. Next we noticed we were both alone. We were just thrown into two empty games dispite connecting at the same time.

Turns out connecting at the same time was the problem. If one of us went into the online mode and waited by themself for the race to start then the other one of us joined, then the second player got to join in on the race in progress. Just to clarify, there is no lobby of any sort. You click online and you just get thrown in a game if one is there. So the only way to play multiplayer with my friend was to join them in a race that already started, so they could be halfway around the track before I got in if they wanted (we were of course gentlefolk about it).

That where it got really stupid. The multiplayer games last 4 laps... You'd think that means first to do 4 laps wins... Nope, it means cars can cross the starting line 4 times. All cars collectively. So if we were neck and neck the whole way around, the game would last 2 laps (about 30 seconds). No winners no losers. The 4th time a car goes over the starting line the game just ends and both players get kicked out to... The map select menu for the single player campaign mode. Which you then have to back out of to go back to multiplayer again. Which btw will be on the same map every single time.

Pretty much everything about the menu interface is broken. Multiplayer while technically existant, is completely broken. The single player campaign mode is where the most work seems to be put and it's passable at times, but just passable. I know it's early access but a lot of work needs to be done to polish this up to something worth selling and once it is it still needs more content to justify the listed pricetag.

I suggested to my friend we refund the game and go get Toybox turbos for a quarter the price. It was a much better investment.. Waste of \$20. I downloaded the game for my son and as soon as I started it up, it was offcenter and can't be full screened or adjusted so you can't see whats going on. All you can see is a tractor literally in front of the main menu. And then if you can figure out how to accidentally start the game you play the whole game from a fixxed position behind a crash wall barrier. Like I said, worst waste of \$20 I've ever done in my life. And I once bought my own\u2665\u2665\u2665\u2665\u2665back from a thief once.. I'm giving Gumball Drift a recommendation but with provisions. Please read before you buy and please note I am using the HTC Vive.

The premise of the game is simple and exactly what you see in the description. Playing the game however is nothing like the previous arcade racers this is baced upon but more akin to racing radio controlled cars...and it works well to a degree. The usual power ups and earn cash to unlock better cars is there. The tracks whilst basic in some respects are enough to kepp you on your toes. Visually it's basic cartoon style graphics, very much akin to games from 10 years ago but it is rendered brightly and clearly within your VR enviroment and seated or standard gameplay (or both) poses no issues. I could as much sit down to race my cars as I could stand up and walk around my play area. In fact it some cases it was preffrable to stand up and move. My only issue here was that there is no reset view, which whilst not problematic was annoying when you wanted to play seated but had to stand up (and turn my back to my PC) and move just to get a better view. Please add a reset button devs...or at least make it clear where the reset view option is if it's implemented (I could not find it).

A huge bonus for this game is also the fact that the dreaded VR sickness is a complete non issue in this game.

However, there are 2 big elephants in this VR room. First and formost is the lack of support for the Vives motion controllers (and I suspect future Rift Touch controllers). This could just as easily be capable of controlling the cars but the support simply isnt there. If you do not own a game pad, you cant play. The second is the price of this title. I bought it in the Steam sale and paid £8.99 (down from £14.99). This is not a £15 game in my opinion, even taking the VR part into account (so pick it up on sale). Not a bad game at all (lot of fun infact) but for the stanard price I'd recommened plenty of other games over this (at least in the case of Vive owners).

. The driving and drifting mechanics are fun but lack depth. The physics are fun for turning but the braking and understeering punishment seems harsh. I'm a fan of drift culture but this is short lived. It feels like sound effects are missing and some solid progression.

The physics are fun and so is driving the cars but it will get stale very fast. The game feels a bit empty. I hope they add more features, UI elements, sound effects, and I would love a POV camera just for fun.. I love these style of racers and really wanted to recommend this, however the game is very lacking and doesn't justify the price.

There are some great examples of mobile games which blow this away, take wreckless racing as an example. I know this is VR, but just adding VR viewing to a basic game doesn't make it any more fun.

The last track of the set showed some potential, its bigger, had some character and wasn't totally flat like all the others. The car unlocks are pointless as they don't drive any different. To unlock the tracks you will have to play the same races over and over, there isn't even a reverse mode.

This is a real shame as the genre has lots of potential in VR.

Get an Amiga emulator and play supercars II..... you'll have a lot more fun.

Fun game but it is buggy. I have purchsed the \$35,000 car twice now. Only to have it Locked the next time I log in and all that cash is gone both times... Other than that is is a fun little racing game. Maybe a bit steep on the asking priced considered it is not as polished as I would have hoped.

HTC Vive. I took a quick look at Ghost Machine`s latest game Gumball Drift, and i did enjoy this very much. Table top games makes for a fun experience in VR. I still feel the game needs more objectives. maybe this will come in a future update. Here is my video :

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