
Super Pilot Ativador Download [pack]



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About This Game

Super Pilot is a F-Zero inspired arcade futuristic racer that lets you create, edit and share your tracks in the blink of an eye.

Race at ridiculous speeds!

Races here are all about skill and speed. No physics simulation, no weapons - just master the boost, the drift, and the extreme speed of your ship through impossible loops and turns. Compete with your friends in split-screen, or against up to 48 AIs, or race your way up the global leaderboards.

Build the wildest tracks!

Design your own crazy track by adding loops, twists, pipes, or making it vertical, upside-down, or whatever you'd like, using our powerful and easy-to-use track editor. Just draw something and start racing on it - it really is that simple!

Share your creations!

Once you're done designing a track, upload it and anyone can play it and compete with you on the leaderboard. Browse player tracks, rate them, or put your favorite ones together in an intense championship for everyone to compete on.

Title: Super Pilot
Genre: Indie, Racing, Early Access
Developer:
dopagames
Publisher:
dopagames
Release Date: 17 Sep, 2018

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Minimum:

OS: Windows 7+

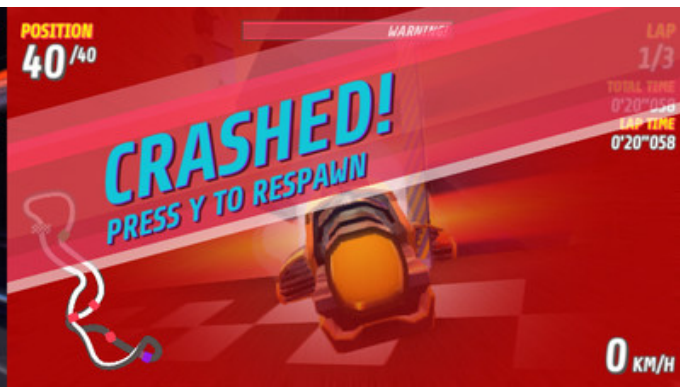
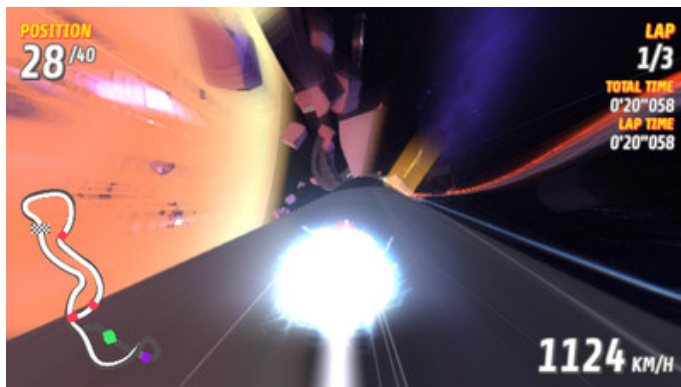
Processor: Intel i3+

Memory: 4 GB RAM

Graphics: NVIDIA GeForce GTX 560 or equivalent

Storage: 500 MB available space

English







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Currently, someone is selling F-Zero X on Amazon for \$363. LOL

This game basically IS F-Zero X. It's missing some features in it's early access state... GP Mode, a bit of polish, jumps, etc. But over all, if you love F-Zero, this is a no brainer because it nails the feeling and general spirit of F-Zero. The music is good, the presentation is good. For a list of included features and features coming in 6 months, read the product info.

Once they add the features they've planned, it will be flawless. At this point, I'd say it's a steal.. As an F-Zero fan since the beginning I have very high hopes for this game. There's not a lot of content yet (12-14 tracks, 4 vehicles and the editor) but what it does have shows a ton of potential. There are plenty of elements from the franchise in terms of speed, level designs and more, and while I haven't tried it the track editor adds potentially limitless replay value. It also plays well, at least in single-player. While I do recommend it for F-Zero fans or those who like super high-speed/futuristic racing titles, if you're looking for a lot of up-front content you may want to wait until the game gets closer to complete. If that's not a concern if you're impatient like me, right now it's very much worth a purchase.. As a huge F-ZERO GX fan, I approve. Plus you can create your tracks so it means you 'll play F-ZERO tracks !!

Some people already made some of them :). Many AG racing games pride themselves on being "inspired by F-Zero and Wipeout" and yet I haven't seen a game inspired by the former more than the latter up until this point. Most of them had powerups like Wipeout, looked like Wipeout, handled like Wipeout, had the track design like Wipeout's, and after an ongoing 16 year long drought of F-Zero... well, anything, I'm glad to support any effort to keep the subgenre of a subgenre alive (it's one of the few games that I bought at full price, and so far I don't regret it one bit). Now, onto the game itself...

As of the original writing of this review, I've only played about 30 minutes to try out the tracks that came with the game and to see how the mechanics differ from those of F-Zero. I haven't exactly delved deep into them though, so you'll hhave to forgive me if I have omitted anything. First off, I was pleasantly surprised how beautiful this game was, in a minimalistic kind of way. At first when I saw the Unity logo I expected the worst, but the doubts and fears instilled by various asset flips and straight-up scams were quickly dispelled. The handling felt weird and automated at first, but that was because I hadn't noticed that I had assists on. Once I deactivated them, it felt pretty authentic to the source material, if not a little grippier. There are a few more obvious differences in the gameplay, though; one of the first things that most people will notice (if they suck and bump into everything like me) is that the health/boost meter automatically regenerates as opposed to only regenerating in certain areas of the track in the source material, which I don't mind, but I do wish there was an optional "classic" mode which would change it back to the latter. The drifting is... weird. I could rarely perform one in F-Zero, so I can't really compare the two, but I can say that I either suck at the game (which is very likely) or the audiovisual cues are unreliable as as soon as I hear the audio cue and stop drifting, the drift boost (which is a new mechanic, I presume (look, I suck at F-Zero, I don't even know how to ram people properly)) only activates half of the time, normally when I continue the boost long after the cues, and even then it has a chance of not activating. Otherwise, it looks and plays just like F-Zero X, or more accurately, the 64DD expansion disk, since it has a track editor just like this game. Speaking of, I will update this review once I make some tracks (I wouldn't exactly say there's a shortage of user created tracks but I do wish there were more) and when any substantial updates roll out. Cheers and good luck to the devs!. Track editor is very easy to get into, crashes when going from test tracks back to edit mode. Would like to be able to rotate tunnel shaped tracks as an option, vs rotating the track widely into a corkscrew shape. Music is nice. Really like the game.. This is my first review because I'm REALLY enjoying this game. It's really bare in regards to official content right now, but the core gameplay is fantastic and I can't wait to see where the developers will take this game.. A very neat tech demo, they're high if they think this is worth 12 bucks tho.

The handling is fine, but the enviroments and tracks are boring as hell. Track editor is very basic as well.

Refunded for now, but will wishlist, and revisit when it gets updates.

Just don't wanna get burned by another EA lol, its not you devs :/. As an F-Zero fan since the beginning I have very high hopes for this game. There's not a lot of content yet (12-14 tracks, 4 vehicles and the editor) but what it does have shows a ton of potential. There are plenty of elements from the franchise in terms of speed, level designs and more, and while I haven't tried it the track editor adds potentially limitless replay value. It also plays well, at least in single-player.

While I do recommend it for F-Zero fans or those who like super high-speed/futuristic racing titles, if you're looking for a lot of up-front content you may want to wait until the game gets closer to complete. If that's not a concern if you're impatient like me, right now it's very much worth a purchase.

Under \$15 is an absolute steal for this game. Loving it, mostly because of the track editor, very easy to use and should only get better with updates. If you are an F-Zero speed over battle racing fan like myself THIS GAME IS FOR YOU.. FZero but ugly/unappealing to look at. A shame because I love GX, but this has none of the style.. F zero is back, and now with a track editor !! I really enjoy the early access, the soundtrack is pretty cool, the gameplay is simple but fun and remember me lots of hour on my N64 or Gamecube. It's still missing content (like game modes or vehicles), but with the track editor & the community it's not really a problem. F zero fans you should test this game (and nintendo you should take a look ^^) Great job dopagames !. Oh my god best 35 minutes ever total blast to the past playing F-zero on the SNES, or Wipeout on the PS1. definitely check this game out!

I need more of this game!. if you like F-zero, F-zero X and GX, buy it. Good game.May be dead though.Nothing from the devs or any updates for quite a while.

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