
RAZED Full Crack [key]



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About This Game

RAZED is a lightning-fast, single-player platform racing game that's all about speedrunning. Sprint through dynamic neon levels in the quickest time possible, employing skills such as super-speed bursts, mega-jumps, drifts, stomps and strafes to bypass obstacles and uncover shortcuts to propel yourself up the online leaderboards. But there's a catch: powers cost momentum, and if your energy falls too low your shoes (and you) could very well explode...



NON-STOP ESCALATION

Sprint through 60 dynamic levels spread across six unique worlds, each with a distinct visual style, unlockable ability and pulse-pounding boss battle.

CHART YOUR OWN COURSE

Veer off the beaten path and carve your own way through levels to achieve seemingly impossible times and unlock the S ranks.

ONLINE LEADERBOARDS AND GHOST DATA

Challenge the world via online leaderboards, and race against friends' ghosts in a game of asynchronous one-upmanship.

FUSS-FREE SPEEDRUNNING

Nobody wants to wait around while striving for perfection. Falling short of your target time? Simply jab the restart button to return to the start of the level without any loading times.

SECRET CHALLENGE LEVELS

Employ all your abilities to root out the hidden levels and tackle RAZED's toughest maps head-on.

Title: RAZED
Genre: Action, Racing
Developer:
Warpfish Games
Publisher:
PQube Limited
Release Date: 14 Sep, 2018

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Minimum:

OS: Windows 7 (32-bit)

Processor: Dual Core 2.2 GHz

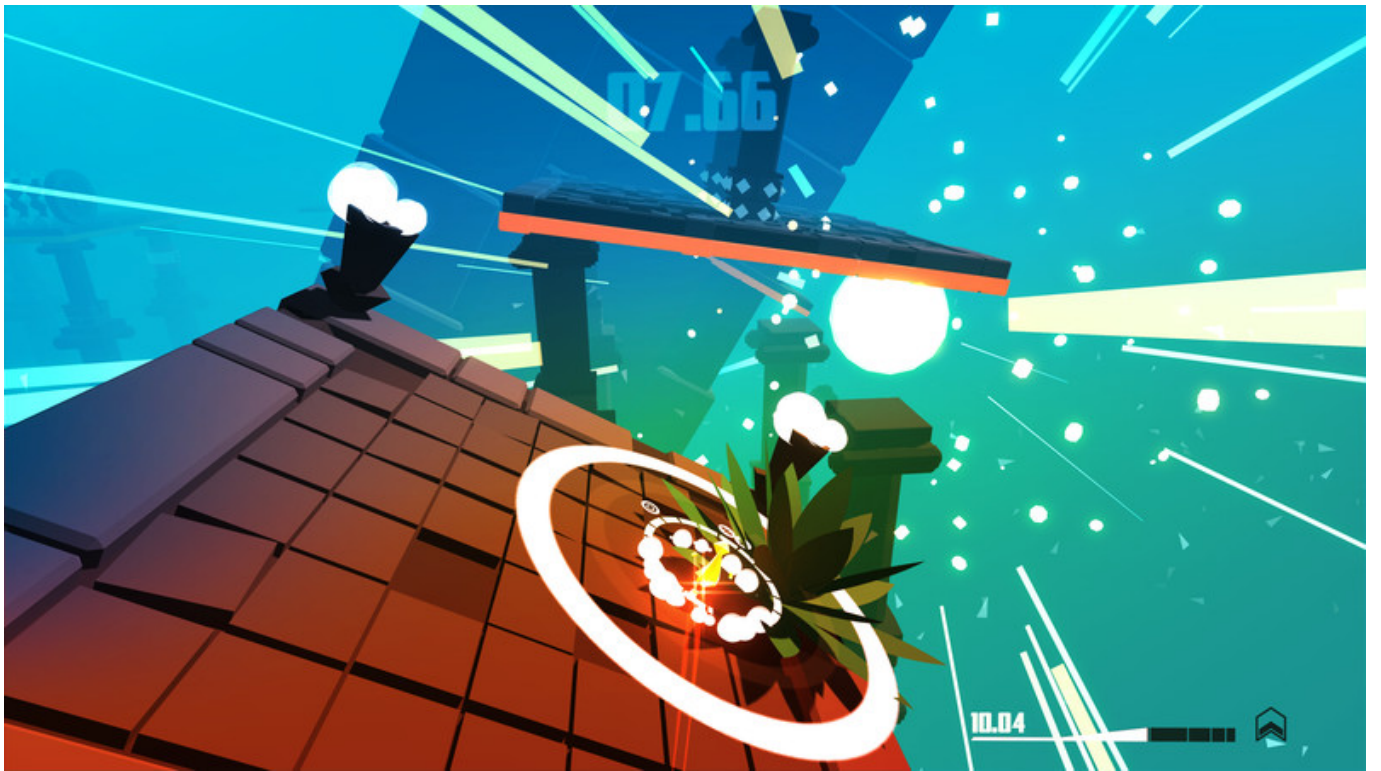
Memory: 2 GB RAM

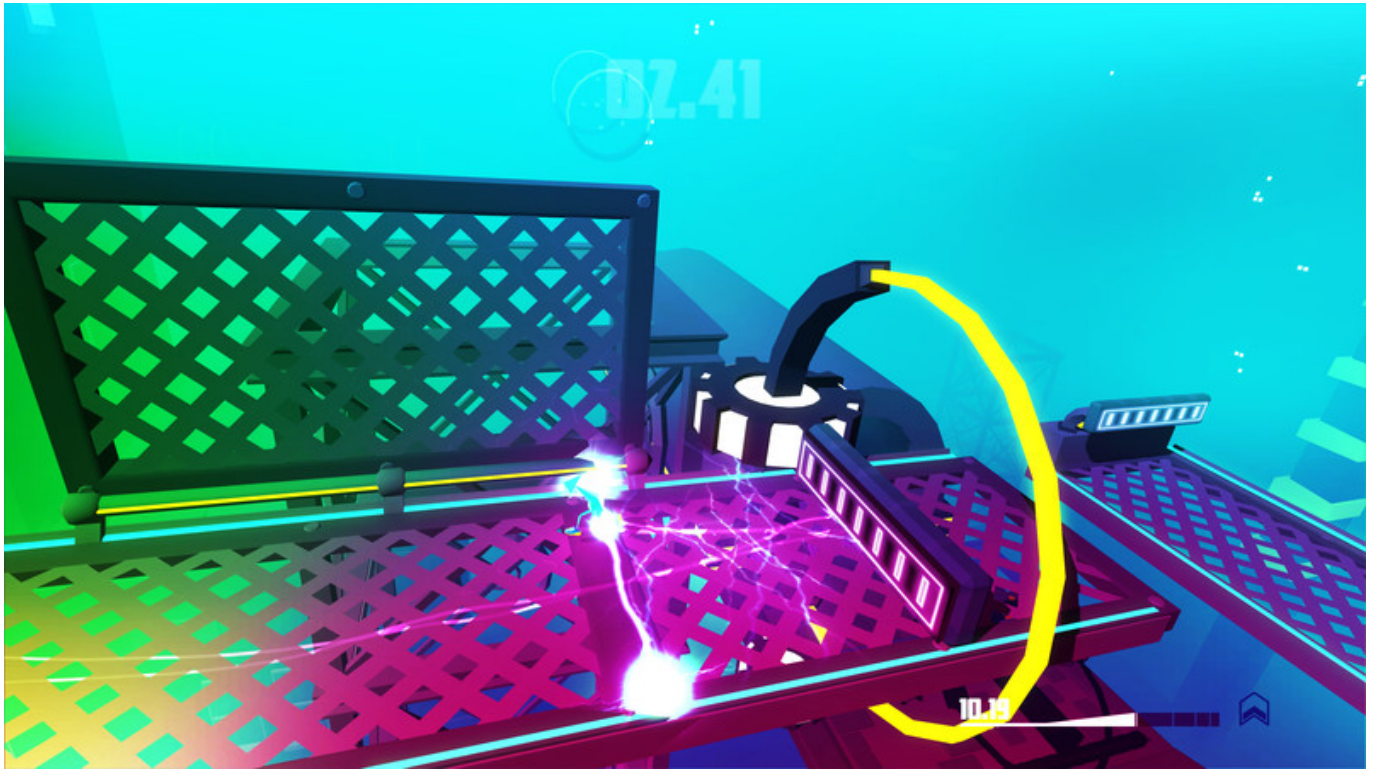
Graphics: Intel HD 3000 / GeForce 310m /Radeon HD 5450

Storage: 700 MB available space

English,French,Japanese,Russian,Simplified Chinese,Traditional Chinese







I really didn't enjoy this game. I haven't even completed it.

RAZED has a really interesting concept, its basically a platformer with resource management. Your character has an energy bar that if it depletes fully will explode you. Running and special gem pickups littered about stages are the only way to replete it. Anytime not spent running however the bar depletes. This of course means that using special abilities depletes it, but most interestingly the jump or even just falling off of cliffs depletes it. This idea has a ton of potential, which in my opinion is realized in the worst ways.

Instead of offering interesting options with decisions to be made, everything in RAZED feels like a carefully calculated equation. A very strictly calculated equation. Even in World 2 you will be noticing that you are only being given barely enough time to refill your energy bar in order to make the next jump or clear the next challenge. The game punishes you for the tiniest misstep. And after 2 hours of feeling like I was being relentlessly beaten into the dirt, I gave up. I love platformers, and I enjoy difficult ones quite a bit, Celeste being one example. But RAZED feels like it steps over a line into just being unfair. Obviously there are people who enjoy this game and that's great. But I honestly can't think of a niche in gaming that another game doesn't do better than RAZED.

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