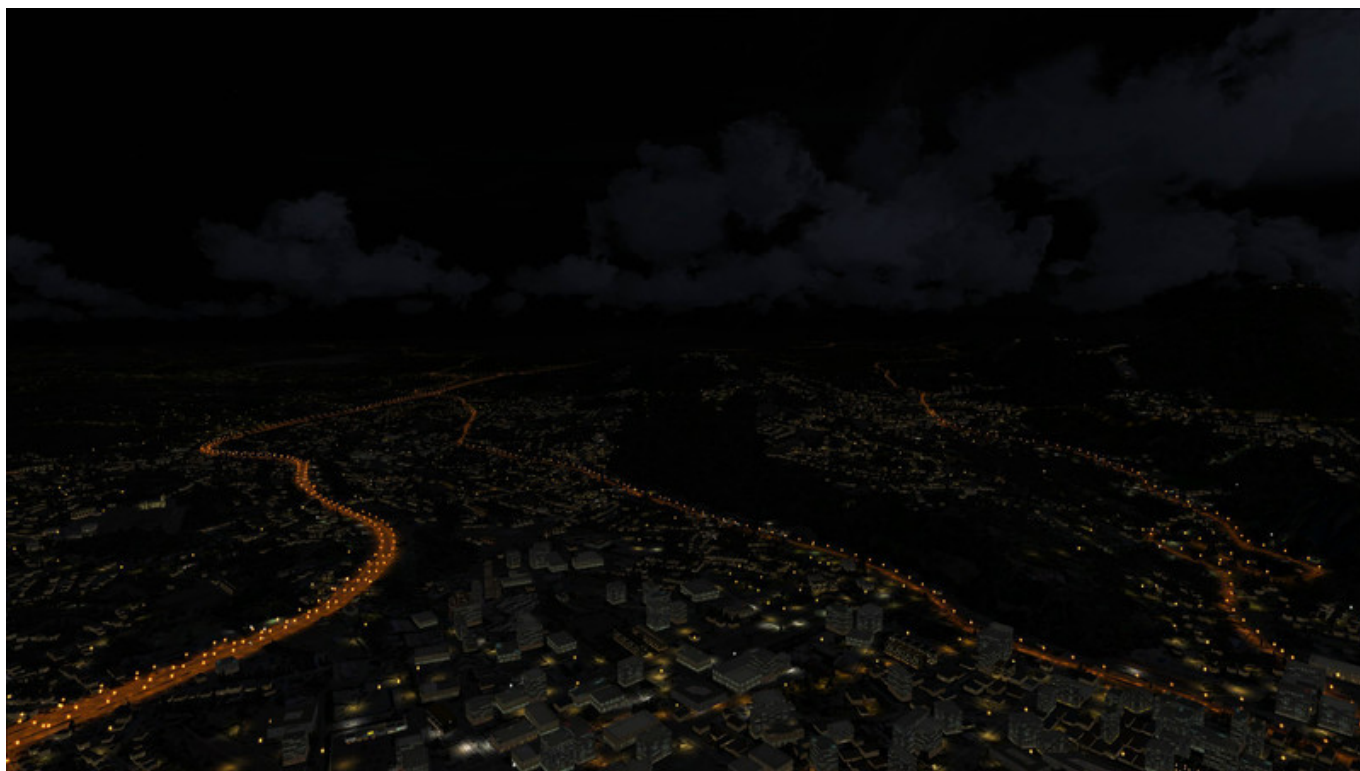

World's Fastest Pizza Torrent



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About This Game

It's not easy, when your pizza is so cheesy.

Head to Australia in the game critics are calling "Please stop emailing me!" Wage war on the suburbs using an armory of **SUPERPOWERS** and **NOT-SO-SUPERPOWERS** in your quest to rid the land of hunger and *spread the joys of sexy pizza*.

What SUPERPOWERS do you get?

A **Personal Assistant Koala**, **Black Magic**, **A Cloned Flash Mob**, a **Time Machine** and **Bovine Growth Hormones**, just to name a few. Nothing particularly weird.

How about DESTRUCTABLE ENVIRONMENTS and A BANGIN' SOUNDTRACK?

If the game didn't have those, this would all be a waste of your time. I wouldn't waste you time!

Can I make it rain in the game?

Geez, you just dont know when to quit, do you? **OF COURSE YOU CAN MAKE IT RAIN.**

Who do you play as?

Tortoiseman was born on planet Tortopia before being sent to Earth by his father, J-Dilla, just before the planet's destruction. On Earth, he was adopted by a bogan pizza chef and his wife. Also, he started to display baller superpowers, which he decided to use for the benefit of humanity. Using the awesomely fake name Cornelius Pretorius, he is a pizza boy for World's Fastest Pizza, a Fremantle fast-food restaurant.

Is Channing Tatum in the game?

Sure.

Matthew McConaughey?

Why not.

But what about the...

HUSH, child. I know you have many questions, but all I can say is that the answers lie within this remarkable game!

Title: World's Fastest Pizza
Genre: Action, Indie, Simulation
Developer:
Oscar Brittain
Publisher:
Oscar Brittain
Release Date: 15 Mar, 2016

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English







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This game has a nice premise but I don't think it was quite what I was looking for. One of my favorite things in the world is my music and I used to love those music players that would spiral into patterns in sync with the music and upon the description, I learned you could shoot enemies as well.

So I loaded up the game, did some tinkering to get spotify to work and played my favorite battle soundtracks. I barely noticed a difference in the climax and when I first started, I wouldn't move at all. After restarting the game, it finally started moving and I hid the HUD so I could watch the colors first. While everything pulsed, it didn't quite seem in time with the music. So I gave up on spotify and tried to add a song in directly. It added fine but again, I didn't really feel like it moved any faster or slower or there were any big explosions of light when the songs climaxed.

I ended up running through several different options and spend a lot of time trying to fine-tune it thinking it might be possible but to no avail. This game let me down a lot from what I was expecting. If you want to listen to some music and shoot some things. I'd recommend finding another game and playing your music in the background. Otherwise, you'll find yourself listening to your music shooting easy enemies in a boring but pretty universe.. I played through to completion. I bought the game for \$2. I would rather have the \$2.

You can find this game as a browser ap for \$0 if you want to try it out. You will find in 20 minutes that you have seen the entire game. To reach the end you either have to 1) Grind like crazy playing the same levels over-and-over. 2) Jiggle the bits in ram to skip the grind. Even if you opt for option 2 like I did you will still find the game is a dull grind fest.. **Town / before the actual game**

Town

The town offers a few occasions to prepare yourself for battle.

* There's a slot machine at which you can invest permanent currency for a chance to win a non-permanent upgrade/weapon for your next run.

* Also you can find a shop just like any other shop you can stumble upon in the core game, having 4 random items for you to purchase for you next run, that is if you can afford it, since you usually start off with exactly 0 credits before you invested in some...

Permanent Upgrades

It's a bit grindy but that's usually the point of rogue-like games, isn't it? I feel like the prices of permanent upgrades are quite reasonable. The amount of different permanent upgrades is totally fine and you can pretty much customize just however you'd like to play the game. You can go for maximum tankiness, tons of damage or ninja play style dashing through everything that's thrown at you like it was nothing. You can even reduce shop prizes or the amount of bling you lose when you die.

Killing those bots / actual gameplay loop

Non-permanent Upgrades

Non-permanent upgrades which you collect during your runs and lose upon death are plentiful and varying. I especially like the idea of combining 2 or more of those upgrades to get an even better one. Those synergies can be incredibly devastating. It could do with some counter-productive combinations though. I.e. not everything you can pick up makes you stronger in general. Instead some combinations should actually weaken you so that you'd have to put some thought in what to pick up and what not to. This way there could be actual different builds per run, not just a few more or a few less upgrades. But that would require even more different upgrades as well. I expect those to happen sooner or later.

Weapons

Similarly to non-permanent upgrades you can find/buy weapons on your way. Weapon types were just raised to 10 in the last update, doubling the amount to choose from. Every weapon has up to 5 levels, which you can increase by just finding the same weapon multiple times during a single run. And they all have their own, different uses. Except for the blowtorch. Really, I don't get what I'm supposed to do with that thing. The shotgun at Level 2 or higher is an awesome flak cannon for instance. It gets rid of those pesky flyers in no time.

Movement

Movement feels a little bit clunky at times, especially the wall jumping, but then again it totally fits the overall theme. Being an old warbot with a tophat might actually feel exactly like that. ^^ It's nothing to really worry about.

"Levels"

There is a decent amount of content at the moment. 2 differently themed large areas put together randomly from tilesets each with a boss at the end. I'm gonna call them "levels" although there is a fluent transition from one to the other after the first boss. Enemy types vary between those levels as well as general mechanics. The difficulty really spikes after the first boss (which is not exactly easy either... at least not without a few permanent upgrades). The art style and ambience is great.

Death Screens

Yeah, I just have to mention those separately. The death screens are hilarious. You'll enjoy those even more if you're an "IT person" yourself. ^^

Conclusion, already?

Yes, I never intended to write so much. It's 4 in the morning. Hell, it's about time.

My overall experience with this game was way better than I ever anticipated. For an early access indie game it's great and more than worth your 10 bucks. Especially if you value playtime per buck. I even gifted it to a few friends just to have a reason to throw some more money at Binji. You should do so too. Honestly, I really doubt you'll regret it. I'm not a great fan of the rogue-like genre but this game just gets it right in my opinion.. 10/10 because Rain.. Yes Yes - ~Bisun

I enjoyed Huntsville, but this one not at all. I love Hidden Object games and play a lot. There is some sort of story here, but the problem is that the graphics are really terrible. Many of the objects are very small and and most of them are just plain ugly. Maybe this would be good for someone who is really looking for something creepy, but even then the example images above are not at all representative of what you are going to see in game and most of the sites you have to search are very very grainy. That is what really takes all the possibility of fun out of the game.. The Interview is a short adventure game in the vein of The Stanley Parable but will you want to try this game ? In The Interview we play as Adam who wants a job and is on his way for a job interview but when he gets there things take a dark turn and it becomes a decent into madness. So how is this game ? This game is absolute garbage and i can't suggest anyone to waste your money on this♥♥♥♥♥♥ There's not much to say about this piece of♥♥♥♥♥♥of a game. All you do is walk around and press on stuff and that's it. Nothing ever changes. The VO is ♥♥♥♥♥ing awful as it's just a generic google speak system that voices the game. The game looks awful and zero effort was put into this♥♥♥♥♥♥ game. The game is also short as hell it only took me 10 minutes to finish the whole ♥♥♥♥♥ing thing. I feel like a moron for spending money on this garbage and don't make the same mistake i did. Overall there's nothing good about The Interview it is one of the worst games i have ever played and without a doubt skip this one and don't even look back. I give The Interview a 1/10. This game is about as dumb as it's title, but that doesn't stop it from being fun. It definitely delivers on it's promise of shooting zombie. In fact, you shoot many zombies.. Really pretty but gameplay consists of just clicking on stuff until stuff happens.. It's fine for the price. Yay game.. Great archery game, fun, easy to pick up and has a lot of potential. Hope more people get into it and the devs are able to expand on what they have here.

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