Motorama Download Setup



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## About This Game

Go back in time and experience "The Fabulous Fifties" in a game that relives the period, vehicles and street races of the legendary 50´s films. Customize your car and compete in 8 different race modes, through five completely different 50´s themed areas and become the King of the Road!

For many years, street racings have been popular around Sierra Lake, one of California's most famous cities. Flashy cars driven by skilled racers, with lots of money at stake and of course beautiful girls create - an explosive cocktail where only the bravest compete.

Title: Motorama
Genre: Action, Racing
Developer:
251 Games
Publisher:
KISS ltd
Release Date: 21 Nov, 2014

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English

purchase while on a big sale - otherwise not worth the money.. Driving around in classic American cars and areas from the 50's, sounds pretty neat, right ?

Motorama tries to bring back those days and succeeds quite well in doing so, if you look at it from a distance.

Graphically, the game looks quite nice, even though there are better looking racing games out there. I did encounter some shadow glitches, but it could be my machine. Also, in game modes with 'traffic', the A.I. cars seem to be able to drive through the traffic cars...
The areas are pretty well done and really capture that 50's feeling. Since there are only like 5 different areas, you've seen them all very quickly into the game, which should not be a problem, if there tracks were well done, which they are not. The tracks are mostly straightforward with a few corners and lack originality, do not expect shortcuts but expect invisible walls. Most tracks are just rehashed tracks, so you often have to race the same tracks, which have some minor variations.

The gameplay is not that bad but nothing special either. Obviously, cars were slower back then, still the creators added some nitro to boost up your speed. I personally never heard of cars using nitro in the 50's, but then again I'm no genius on the subject. The difficulty accompanied with the terrible A.I. , are probably the reasons why real racing fans would not like this game. Motorama is a very easy game, even for me. As long as you upgrade your car from time to time, you should have no problem winning a race. The bot A.I.'s , sometimes drive around like they're drunk or think they are playing Carmageddon.

Perhaps, this game is only interested for real classic American car lovers, right? Well, even though there are some nice looking classic cars, the developers do not own the license for cars that really exist(ed). They do look a lot like them though and personally, I did not really care but I think the fans would mind. The upgrades you can perform on your car are pretty standard aswell. Upgrading your motor, different set of wheels,... we've pretty much seen it all, even the visual upgrades aren't that special.

Overall, Motorama is an OK game but it just feels like it could've been way more. The races are not fun enough and the game lacks content to be fun for more than a few hours.


. just an overall terrible game if you can even call it that.. I like this game. It gives a nice old feeling.
Of course there are things that i would have liked to see in this game, but that is bassicly with every game i play.

As far as the price goes : if you dont like it( the price), wait till its on discount.
(i buy almost all of my games on discount)

IT PLAYS ON WINDOWS 10

i have this game 3years now. When i bought it, i played it a few times on my previous pc. Back then it had a few bugs(all of a sudden my car went left, randomly, making me crash) . so i did not finish the game.


 I have reinstalled it on my new pc. And played it from begining to end in no time. No bugs so far(JUST CANT BUY OTHER RIMS FOR MY CARS). This game has 5 groups with bosses. (In the advertise pictures ,above, i seems that it would have 10 groups and bosses. Maybe they got tired of futher development? )You first have to do the races and meet the requirments, then you can race the boss. If you do the races of the first group 2 times, you will thus have more money to upgrade your car. Which

makes it easier to win. Just keep in mind that the opponents will try to ram in your car, but they also ram into one another. So, if your timing is right, you can let them ram one another, and pass them to win. And yes, the opponents can drive thru the other cars (most of the time). I dont know if the driving 100% realistic (its not), but every car game i own is different. You have to upgrade your car to get better handling and grip.

( I have a amd 2200G , 16GB RAM, WIN 10 ). Game released in late 2014 with Xbox 360 pad support... yet there's no dead-zone configuration available anywhere? Brilliant! Have fun having your car blast its way to the wall or constantly shifting left and right.. Don't get this game! Just don't!

Pros:

- It has a simple premise

- The cars have reasonable designs

Cons:

- You need an xbox controller. You can't map your keyboard keys.

- While it draws the mouse curser in the ui, you can't actually use it. It won't autohide either.

- The graphics look 10 years old despite being run on a Unity engine.

- You can turn down the (cheesy generic) music in the options, but it forgets it when you're done with a race.

- It uses trademarked car names (Mercury Eight Coupe 5, Chevrolet 210, Ford Anglia etc) but I've not seen any copyright notices on that, so the developer could end up getting sued.

- You can't delete/restart your career if you picked the second car option and found out it isn't viable.

- The AI is cheating. For instance it can run thru traffic.

- The garage menus are not intuitive. If you upgrade something you need to press A according to the message, but B works the same.

- The physics are a bit wonky. If you upgrade your car completely, you can only drift using the handbrake. And in general sometimes the car will just go left for no apparant reason.

**Note: I've only played the first couple races. Maybe there's gameplay hidden somewhere futher along, but I can't handle the suffering it takes to get there.**

*ps. If you want to reset your career, go to %userprofile%\Saved Games\Motorama and delete Slot.000 (ironically numbered since you can only have one profile). Also if you want to use a money cheat, just change byte 0x41 to 7E.* Motorama has a good idea for a racing game, but it's rather unpolished. This game feels to me like an early access candidate.
 The game uses the Unity engine, so at the start you're presented with a launcher, that let's you pick a couple of presets and redefine your controls. But there is a twist - the game actually let's you rebind your gamepad controls to your keyboard, so instead of using a standard and well established control names (brake, accelerate, handbrake), your stuck rebinding J1righttrigger and J1horizontal (+) ... and I decided not to mess with it. So at the start of my first race, the racing game turned into a puzzle one, as I was trying to decipher my keyboard controls - found out a,z,x,c,v,space not sure if these are all of them. Those were of course the easiest to figure out, good luck finding out the more important ones - replay the race, go to garage after race, go to menu - I gave up and ended up using my gamepad keys just for that purpose .
Once you figure out your keys, you'll establish, that the keyboard controls is not so bad, but the car handling on the other hand ... Before my first race I was presented with a choice of a car to buy and as a racing game veteran I picked the faster one with lesser handling, comfortable in my skill. Boy oh boy was I doomed - the car was almost uncontrollable in over 100km/h and every slightly more sudden turn sent me out spinning to the last spot in the race. In retrospect, this might have been by design as

the first track is not exactly on a street and once you upgrade your handling, the cars feel waaay more responsive and actually enjoyable to ride. I still just can't shake off the impression, that the cars are sliding over the track, rather than driving on it, but that may just be me.

The graphics are nothing special, but reasonable, and sadly, littered with bugs - seizure inducing texture blinking, car textures disappearing or blinking and the occasional stuttering are a common sight. Activating the "nitro" results in full screen (Gaussian?!) blur, with very little acceleration gain, but huge visibility problem (for me at least), so I avoid using it.

The music is era fitting ( I guess?), but gets repetitive fast and the volume control is utterly bugged and resets to MAX upon race completion, which is frankly infuriating, so I ended up muting the game all together.

The AI has trouble driving in a straight line and ends up spinning quite often, if in front of you, while when behind, puts the "turbo" on and speeds past you with unreachable speed - that only happens on one track for now though, on the rest of them it just feels like you're competing against old ladies behind the wheel (no disrespect!). I can overlook the fact, that the AI has no collision detection with the incoming random traffic (while you have trouble colliding with bigger-than-visible car models), and account that as a feature, to up the difficulty.

On the bright side, the game offers quite a few cars and racing modes, there is some level of car customization and upgrades. Even though the upgrades are usually a flat 5% increase in a category, the change some of them provide is quite distinguishable. I highly recommend going for some handling upgrades at start. The linear progression of the upgrade's price and the flat % increase promote skipping of the mid-tier ones and going for the best asap. The money you make is not enough for that, so you really need to replay races to get dosh. The easiest way to do that are the knockout races.

Overall, Motorama offers nothing special, but I suspect, it can become quite enjoyable, once the huge amount of bugs has been cleared. Sadly, as of this moment, I simply cannot justify the price tag and will not recommend you buying the game.

TL:DR you can watch my salty video, as I rant about the game:
http://steamcommunity.com/sharedfiles/filedetails/?id=346261890. By far the single worst racing game I have ever played.

The physics are so bad it's laughable.

The controls are inconsistent and offten the car will just randomly dive to one side or the other, often right as you are approaching traffic.

AI cars go right through the traffic like it's not even there so if you are drafting you suddenly find yourself face to face with an oncoming car that the AI driver just passed through.

Prizes are not in line with costs of upgrades and opponent cars are always faster off the line no matter how much you upgrade.

I found myself having to resort to using the pit manoeuvre to spin opponents out to get past them.

Unless the devs put some serious work into fixing the issues it's not worth playing.

Seriously do not waste your money on this POS game it is just not worth the pricetag they have on it, I would disapointed even paying 1.99 for this game.. Nice looking cars (and truck) in Motorama, but that's about it. Handling varies from tank-like as you'd expect for an older four door land yacht to way too twitchy regardless of what upgrades you toss at the car, there's not really a friendly mid-point. Visuals are awful, the store screenshots have clearly been Photoshopped as the game looks closer to a budget title released in 2005-08 even when run on highest settings. Aside from screeching tires most cars are silent. The retro soundtrack is super limited and will have you ripping out your hair around two hours in.

You can complete the entire game in under four hours, buying and grind leveling up the few vehicles you're not rewarded would probably see you closer to 10 hours if you don't mind replaying the same few tracks over a dozen times each. If you're looking to satiate an old vehicle fix with this, you'd be better off saving up for Mafia 2/3 or LA Noire.. opponent's car can go trough traffic....

Do you see all the bad reviews the game has ? believe them because the game is really really awful.. Why is this? Is this some kind of memery? How can life be so cruel?. Does this game live up to its price? No. There are a lot of things wrong with it. One of the major things I found to be annoying, was that there was no ingame indepth options menu. The music repeats itself, which is annoying. You get no hint whatsoever to which keys you should press, as there is no ingame options menu for PC controls. And much more. Do I like the game on the other hand? Yes I do. The concept is good. I like the ingame graphics. It's unique. Now, I bought this game in a bundle, and was surprised to see the pricetag on its steam store page. 17,99 euros is not worth it. The game needs a lot of updates in every department, especially in the options department. This is a PC game for crying out loud. Also, on the first stage, there was a barrier I could clip through.

But as said, I do like the game. It's a one of a kind, and it is therefore I give this a positive review. But do not buy this for its current price. It is not worth it for that amount of money.. Please fix the knowing bugs and update game some new stuff. Well... it needs work, that's for sure.

Good game, I'm only comfortable paying $5 for it...

Bugs all over the place, handling model is sketchy at best (Period correct, but frustrating as hell). "Invisible walls" everywhere- 6 feet away from a visible rock and I get stopped by them.

Overall, I like it, but it has its rough spots. Hopefully new updates are on the way to fix these bugs and more I neglected to mention. For right, now, I won't recommend it based on "bang for the buck", but if it's on sale for $5, you got nothing to lose.... just an overall terrible game if you can even call it that.. This game is terible. Its archade as archade gets. It is repetative the music is the exact same track the entire time. I have no idea why this game has mostly positive reviews unless the maker of the game wrote every review him self. Do your self a favor and save your money this game is not worth it.. DON'T BUY IT! GAME RUNS WITH A CRAPPY EMULATOR! PERMANENT LOADING LOOPS AND CRASHING! UNPLAYABLE! I WANT MY MONEY BACK!. If you're buying this expecting it to be Need for Speed with 50s era cars, you're going to be disappointed. But if you take it for what it is, an indie game attempting to evoke 50s movies, there's a decent amount of fun to be had. The visuals are nice, if outdated, and it runs well on my low-end PC (Athlon 64 X2 5400+, 4GB RAM, Radeon HD5450, Windows 7 64bit). And the handling of the cars is a nice balance between arcade and sim; you can't just go full throttle and drift around the curves, but it's not at a punishing realism level of Gran Turismo or Forza either.
The "steal your opponent's girlfriend" bit is silly out of context, but does fit in with the 50s film concept.