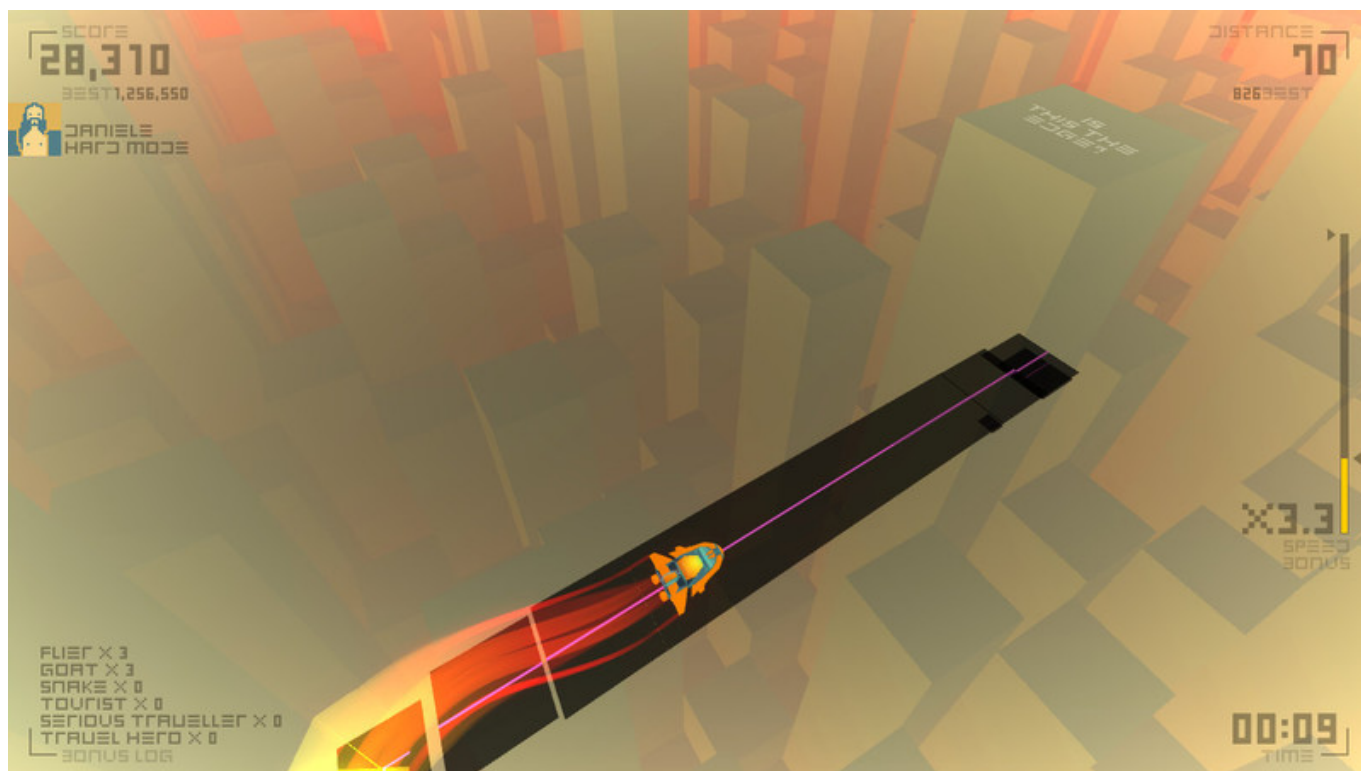


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## Goscurry Download For Pc [Ativador]



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### About This Game

Goscurry is a hard electro-beat game, where you must relax and follow the rhythm — except for speedfreak modes, where things go crazy. Reach as many cities as you can by piloting a ship on a perpetually assembling road, suspended over a stylized and surreal landscape, while taking sharp corners, evading hazards and avoiding panic attacks.

**BE BRAVE, DON'T PANIC**

### Features

- 5 different modes: Training, Hard, Pro, Speedfreak, Paranoid
- Unlock 5 visually different ships plus the Psycho, which will make everything harder and more rewarding
- Online leaderboard
- Achievements, cards and badges
- Original soundtrack by Isak J Martinsson

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Title: Goscurry  
Genre: Action, Indie, Racing  
Developer:  
Daniele Giardini, Isak J Martinsson  
Publisher:  
Demigiant  
Release Date: 16 Jan, 2015

b4d347fde0

English

SCORE  
**197,200**  
BEST 1,238,150

DISTANCE  
**313**  
BEST

 DANIELE  
PRO MODE

ENTERING  
*The Hermit Planes*



FLIER X 6  
GOAT X 4  
SNAKE X 8  
TOURIST X 3  
SERIOUS TRAVELLER X 0  
TRAVEL HERO X 0  
BONUS LOG

**X3**  
SPEED  
BONUS

**00:56**  
TIME





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Quick paced reaction game that will play to those who want an advanced form of temple run, and has decent music with several levels of difficulty that complement the experience. This is difficult, and will cause people to walk away in frustration, but the controls are reasonable. The variety is where it suffers, and where the question of whether to pay 8-9 bucks for it will truly lie.

More gameplay footage and comments here: [https://www.youtube.com/watch?v=kSY3a\\_rVT\\_U](https://www.youtube.com/watch?v=kSY3a_rVT_U). Difficult racing game that has you hovering at high speeds on a perpetual space track in a colorful dreamlike world. You can unlock different vehicles and holding down turbo puts you in rapid mode with bonus points while a trippy trail follows your ship around! Features multiple difficulty levels, leaderboards, and amazing music that flows with the game perfectly.

+ Challenging. Awesome music! Tight controls, soothing visuals.. Hard but good. Easy to understand but hard to master. I'm gonna spend a lot of hours on this game. Kudos to the devs. That's the easiest concept but done with brio.. I had the opportunity to play Goscurry months before it has been released. This game is amazing. Harsh (even harsher than Harshquad) but fun and fair. It's the kind of crazy game that let you say "ok only one more... just one more" to realize that it's 8a.m and you played all night long doing "just one more".

If you like speed gameplay, and if you're not scared to go nuts... play Goscurry.

Also the developer is weird, but nice. Support him!. \*\*It's quite a long review, so don't read if you don't want an in-depth advice, eventually with spoilers inside.\*\*

A long time ago, I discovered real speed in video games, while playing F-Zero GX on Gamecube. Since I'm more a PC guy now, I don't have it anymore ; so I always pay attention to games which could be my new F-Zero.

I had this in mind somewhere when I bought Goscurry, and definitely, it doesn't fit in the square F-Zero left empty.

But it's a f\*ckin' awesome game ! The kind of game which seems to be desperately slow and easy. And then you fall. And then you die. And no more than 8 seconds were necessary to terminate yourself ! Wtf man, wtf.

It's not game-changing, mechanics are well known, jump or dodge, and turn, and then combinations, and then faster.

Graphic style is generic, the "cities" you unlock are some random 3D cubes with fog. The variety is... Wait no, it doesn't even exist ! I see the attempts though. The different vehicles feel actually different. Maybe it's only my mind, but when I unlocked the second, it felt more speedy than the default one.

The music is decent, average 8-bit fast-paced beats. More enjoyable than in Velocibox.

So why I love it ?

Challenge, mate. It's painfully difficult. And really well-coded, efficient, clean, fun. You will experience pain (a lot), and you will be rewarded. Same feeling than in F-Zero, when I explode or go off-road because of mixing up the controls (NO I WANTED TO DODGE AND I JUMPED NOOOOO).

First level is training : you can play without the random obstacles. And even this is difficult, I can't go past 200k points because each time I turn too late or too early.

Second level is harder : same speed with random obstacles and speed boosts. Camera still follows you.

Third made me laugh : it is exactly the same as second but, the - camera - is - FIXED. It means that often, you have to press the "left" key when your mind want to go right. It's not something you notice in GTA while escaping the cops, because you've got time to translate what your mind says. But here, it's so fast, you're dead before you had time to think. You have to adapt.

Last levels are not human, until you play for a few dozen of hours and make your Goscurry skill.

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And the beauty of all of this ? IT'S PROCEDURAL !

Meaning that it's totally random. There's not patterns like in Super Hexagon, where pattern study and recognition can make the game easier after ten hours of playing. Here it's only about your reflexes. And you can actually dodge the obstacles by making a fast left-right, which is fun and add variety to the gameplay.

Last feature, this one finished to buy me : you can change the audio track while you're playing. Maybe it seems ridiculous, but I like this kind of detail. It's spice. Like everything in this game, it shows that the devs care more about the players than about the fact they develop a game. I like it. There are a lot of details in this game that are useless for the gameplay and quite tiny in the final game weight, but these details are what give to this game its charisma. Great job here.

So, for all of this...

You like skill-based, mind-bending, fast-paces, fun, hard, arcade-type games ? Buy it and suffer.

You don't usually like these games ? Super Hexagon and Velocibox scare you ? Fortunately, this game can be convenient for everybody. The levels begin quite slowly, you have time for adapt. It's not screwing you in the third second like Velocibox. Whoever you are, buy this game, it's an indie arcade gem.

[Edit, September 10th]

The dev is super-reactive, and the community is really nice. Go, scurry, go !

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Like a good friend, Goscurry makes you laugh and supports your journey. Makes an impact by provoking stimulating thought.

This game is fun, challenging, and incentivized with goals, stats, and joyful achievements. You get great feedback on if you're turning early or late from how your vehicle moves.

The music is fabulous. The graphics are hypnotizingly wonderful. I bought this wanting to achieve mouth-drooling gaming zen, and I got it in spades.. It is good ya. 0.3 Hours In:

Goscurry is relentlessly unforgiving. Early game mistakes are common, throwing f-bombs at the game loses its value and blood pressure rises despite the advice to "relax". I want to send this game to both my friends and my enemies, it's that awesome.

Buy it already.. Drunk and Drive.  
Get high or get wrecked.

Vomit alert.

8/10. I've kept my eye on this game since this was just a in-browser game. I back it in greenlight, and now i get to play it in steam.

Goscurry is a fun, racing Indie game.

A game where you **will hit that replay button over, over, and over again**

**If your competitive about high score's and wanting to be that one step higher than your friends. You'll love this game for sure.**

**I highly recommend this game if you have played games like Super Hexagon ect.**



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