
Trailblazers Key Serial Number



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About This Game

Welcome to the Trailblaze Tournament! Get ready for high-speed thrills with an explosion of colour in Trailblazers, the first-ever second-to-second co-operative arcade racer. Paint the track as you go to dynamically change the racing line, boost on your team's colour and outwit the opposition in a sprint for the finish. The more you paint, the faster you can go!

Trailblazers is an innovative co-operative racer with groundbreaking on-track gameplay. Racing in teams of up to three-versus-three, players paint the track to create the best racing line, then use that paint to boost up to insane speeds. Drive with flair and style to gain skill points and blaze your way to victory! Experience blistering high-speed action with up to six players online, or locally via split-screen for up to four local players with additional online or AI-controlled challengers.

- Paint the track as you race and create your own dynamic racing line to boost on... no two races are ever the same!
- Work together with your teammates to paint, boost and race better than your opponents, racking up points for driving with skill and flair.
- Multiple game modes - 3-on-3, partner races, solo sprints and more - plus a full story campaign to discover.
- Play solo or split-screen with friends either locally or online against people from all round the world - including cross-platform!

(Cross-platform play links PC/Mac/Linux players to either PlayStation®4 or Xbox One/Nintendo Switch players - see in-game options for details)

Title: Trailblazers
Genre: Action, Casual, Indie, Racing, Sports
Developer:
Supergonk
Publisher:
Rising Star Games
Release Date: 8 May, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 64 Bit/ Windows 8 64 Bit/ Windows 10 64 Bit

Processor: Intel Core i5 or equivalent

Memory: 8 GB RAM

Graphics: NVIDIA GeForce GTX 650 or equivalent

DirectX: Version 11

Storage: 3 GB available space

Sound Card: Any compatible soundcard

Additional Notes: Gamepad required

English,French,Italian,German,Japanese







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Painting Mechanic is broken on Linux since the launch. A fix was promised but no updates since over a month:

<https://steamcommunity.com/app/621970/discussions/0/1696046342874367352>. Fun game, but hard to find an online match.. Its a fun racing game with some unique mechanics. The cars handle well and its pretty fun to play. The only downsides so far have been some progress resetting (patched about a week after launch) and the required use of a controller. I prefer controller so it doesn't bother me but more options are always better. It also be nice to be able to remap controls but sadly you can't.

[Overall though very enjoyable and worth the asking price.. Awesome concept, neat design, and was very much looking forward to playing, however...](#)

[After spending some time with the game, closing it then returning a short time later, all progress/my save game and options had been reset. Checked the Steam Forums, and I'm far from the only one that this has affected.](#)

[C'mon, Devs - it's a full-release where saving your game doesn't work. Way to put a dampner on the experience.](#)

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[Refunded, and will probably just wait for a sale.. This game is has a great concept for an arcade racing game with where you can leave paint on the ground to help teammates. I really like a lot of the mechanics in this game except where you can drive by a wall and the breaze from you car cancels your points. Besides that the main draw back of this game so far is the lack of players for online play, but the cross-platform multiplayer helps with that some.. Neat concept and more than decent graphics in game, but it suffers due to uninspired and uninteresting character art and really annoying voice clips with no option to turn them off without outright turning off the game volume itself completely. I can put up with the uninteresting characters and goofy writing but please for the love of god give me an option to turn off their voices. It's a solid game if you can look past all that, however, I can't so until such an option is added I won't recommend it.. This game is a unique one. The racing mechanics make sure that the gameplay doesn't get](#)

[old after a few races, and the mechanics also force you to work as a team, with one person playing as a "Heavy" Painter who trails behind, while clearing the opposite team's paint from the track, making a smooth, clean line for you to follow. There is also a scoring mechanic, where if you boost for *X* ammount of time, your boost will become supercharged, allowing the boost to go even faster. But the faster the boost gets, the more paint on the track you need to keep yourself going that fast. And when you are painting, the car won't boost, no matter what combo you had.](#)

[The Story kind of feels like a afterthought. There is so much potential for this universe, so much potential to make this something bigger than it is. Most people who get this want it exactly the way it is: A futuristic racing game, mixed with Splatoon. The graphics are nice, varied, shaded, and smooth. This game doesn't take a multi-thousand gaming PC to enjoy. The game hasn't once suffered frame-rate drops, missing textures, or game-breaking bugs. Although, That doesn't mean I didn't encounter any small bugs. There is one major one where the game does not save your resolution when you quit. There is NO vehicle customization.](#)

The race customization is pretty bare-bones at the moment. I would think allowing users to create, design, and share their own tracks would really add some more replayability to the game's online, as you and your friends could load up a custom map and have a complete blast. And if someone makes a truly great map, it could be added to the official map pool so it could be shown to more people. And lastly, the music. The music in this game is amazing at fitting into the gameplay. While you can't listen to any song on any map, certain songs are locked to specific tracks, but some are just locked to the specific region of where the track is in the galaxy.

The game is ONLY for controllers, meaning you will either need 1) A Xbox One Wireless Controller, 2) A Steam Controller, or 3) A PS4 controller. The PS4 controller is a extra hassle, because on some PC's you need to install driver software just to get the PC to recognise it as a controller.

All in all, My rating(s) for this game are as shown:

Graphics - - - 8/10

AI Difficulty - - - 4/10

Gameplay - - - 7/10

Mechanics - - - 8/10

Story - - - 4/10

Backstory - - - 3/10

Polish - - - 8.5/10

Music - - - 9/10

Color Texturing - - - 9/10

Online Functionality - - - 5/10

Race Customization - - - 5/10

Character Customization - - - N/A

Car Customization - - - N/A

Overall, I would give this game a 7.5/10

Not worth \$30, though, maybe wait for a sale for \$15.. really fun mash up of death sled racing games and splatoon. the only downside is that resolution settings dont save for some reason, but really fun and unique racer. I would keep the game if the game had a friend invite system.

As of now there is no way for you and a friend online to invite each other. If there was I think a lot more poeple would consider buying this and i personally would.

Holy crap! The soundtrack!!!. buggy at launch, and matchmaking was empty but unique and fun with friends.. It's kinda hard to recommend this game. I love what it does right, but at the same time it does so much wrong. If you like racing party games, and have some friends for local games, get it! If not, it kinda sucks. There's no way to invite friends online, the cross platform feature doesn't work, and the game has gotten 0 updates since launch. If you want to play this online it isn't for you, but the game is still really good.. The issues with settings not saving aside; the gameplay is really fun and the soundtrack is awesome.. I love it. I love how it plays, I love the controls, I love how fresh the concept is, I love the aesthetics, I freaking love the music and the visuals.

What this is: a competitive team-based racing game (!) where you can strategically paint the track, and racing over your team's paint boosts you and nets you points. The team that has the most points wins.

What it also is: a freaking *blast to play*.

Everyone's been saying "Splatoon", and, sure enough, there's the competitive painting and stuff, but aesthetics strongly remind me of Jet Set Radio. I'm sure it's on purpose. Not just the Naganuma-esque music and Arcade-era-SEGA-ish visuals (to an extent; the game has a style of its own), but even the noises the characters make alongside the speech bubbles--I think it's a direct inspiration or a purposeful homage.

Either way, a blast to play, blissful to look at, and clearly a labour of love. 110% worth the price.

*Oh, and it also has a Linux version too.. Pros: Singleplayer, Local coop, cross region play, good gameplay, cool mechanic, fast
Cons: Not very popular yet so online is iffy, small amount of bugs. Holy crap! The soundtrack!!!. buggy at launch, and
matchmaking was empty but unique and fun with friends.*

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