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About This Game

Welcome to Go Cabbies!GB

Get yourself behind the wheel of a taxi. Learn the routes and start navigating around a city entirely from your memory. Take a driving test to see if you can advance to the next level and obtain a taxi driver's licence. Challenge yourself to see if you can complete the routes in the shortest time possible and earn some money as a cabbie along the way. And if, after all that hard work, you wish to take your mind off the map, why not burn some tires in a good old race? Wherever you are off to next, enjoy!

Main features:

- 3 game modes: Practice Driving, Taxi Driving, and Street Racing
- Tier-based taxi licence system, with structured taxi fares and career management feature
- Photorealistic environment, cars, characters
- Surroundings inspired by British urban cities
- A large accessible driving area
- Sophisticated AI algorithm for traffic and pedestrian control

- 63 streets/243 roads
- 135 controlled crossroads
- 1 designated taxi cab, 5 non-designated cars, all customisable
- 6 custom-tuned racing cars, all customisable
- 819 passenger pick-up points with over 200,000 destinations

Taxi Driving



The "Taxi Driving" mode enables players to drive around the city, pick up customers and drop them off at their desired destinations. Players are offered a two-tier driving licence where each tier determines which car and taxi tariff are going to be available to the player. At the start of the game, all players are automatically assigned a tier 1 driving licence. This allows the player to use non-designated cars only, under the minimum tariff rates. A tier 2 driving licence gives players a wider choice of cars as they can use both non-designated and designated cars, and allows to charge higher tariff rates. To upgrade to a tier 2 licence, the player would need to pass a number of driving tests in the "Practice Driving" mode. Note that where a non-designated car is going to be used along with a tier 2 licence, a minimum tariff will apply. At the customer pick-up point, the estimated fare, distance, and the duration of the drive will be calculated automatically. The required destination point will be shown on the map to assist with planning the best route. This information will be made available to the player before he/she decides whether to accept the hiring.

Faults such as collisions, driving very slowly/too fast, driving on red light will attract a penalty deduction from the fare paid. Memory of the location, effective route planning along with accurate and efficient driving are all the keys to success in this game.

Practice Driving



The "Practice Driving" mode can be used to learn and practice the routes before taking a test to obtain a tier 2 taxi driving licence. The player can choose between a number of the pre-defined routes to try and memorise them. During the practice drive, the player will be assisted by a map which will have their chosen route marked with the directional arrows. The system will be capturing and processing the data from the route, such as the driver's speed and road signs, and will trigger alerts in case of speeding, driving on red light or other driver's faults.

Once in the test, the map with the route shown on it will not be accessible, and penalty points will be given for each driver's fault. To obtain a tier 2 driving licence, the player will need to successfully complete 6 test routes of choice, with no more than

10 penalty points received for any each of them.

Street Racing



Fancy a bit of a high-speed challenge? The “Street Racing” mode gives players the opportunity to use and sharpen their race-driving skills. There is a great range of tracks and cars to choose from while the custom-tuned car specs offer a more dynamic and stimulating driving compared with that in other modes of this game. Now, watch out for that bend coming up...

Happy driving!

Title: Go Cabbies!GB
Genre: Action, Casual, Indie, Racing, Simulation, Strategy
Developer:
Sandbank Studios Ltd
Publisher:
Sandbank Studios Ltd
Release Date: 4 Jan, 2019

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Minimum:

Requires a 64-bit processor and operating system

OS: 64bit Versions of Windows 7, Windows 8, Windows 10

Processor: Intel Core i3 2130 or AMD FX 4300

Memory: 8 GB RAM

Graphics: Nvidia GT 650Ti or AMD HD 7750

DirectX: Version 11

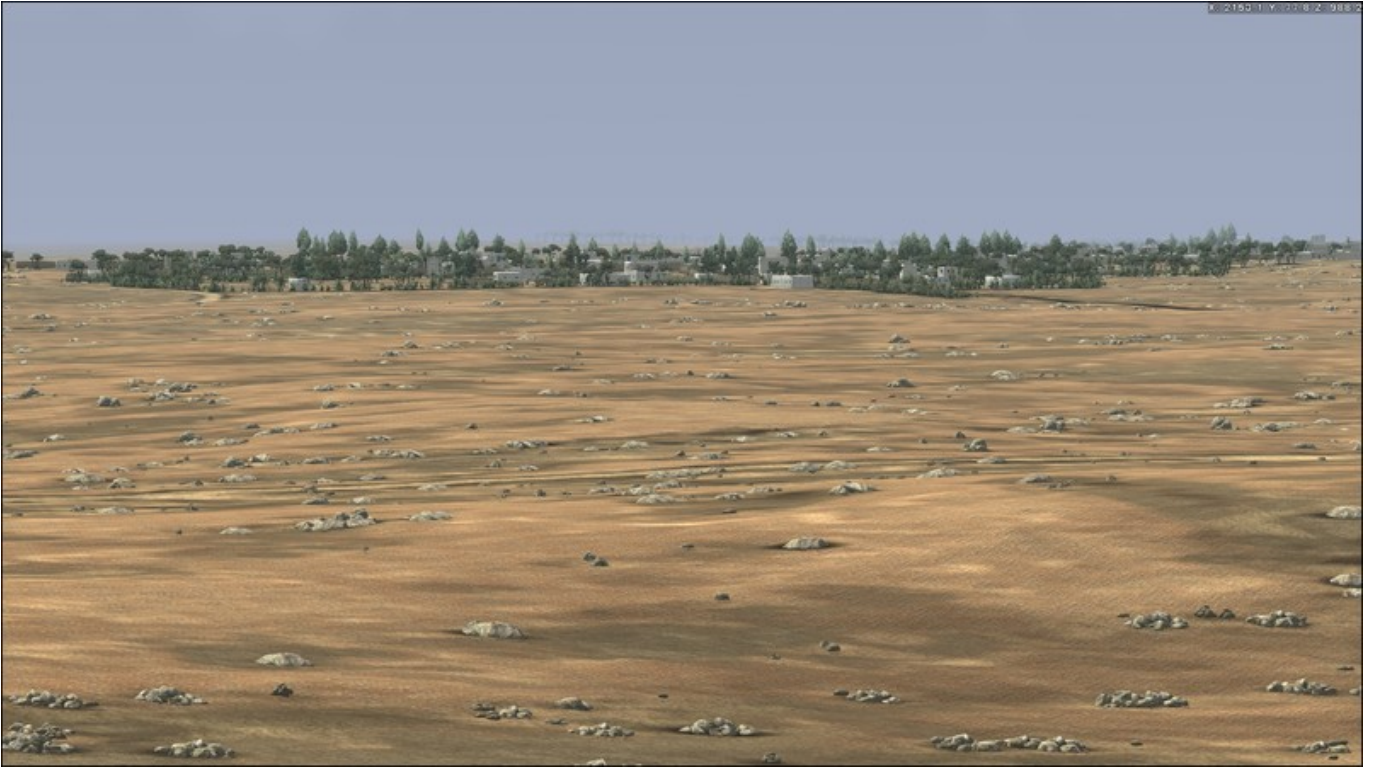
Network: Broadband Internet connection

Storage: 3 GB available space

Sound Card: DirectX Compatible Soundcard

Additional Notes: Requires a 64-bit processor and operating system

English







These outfits are terrible in my opinion. You might like it but for my taste these were not worth it.. Seems like a fun little physical challenge V "workout V reflex game. Difficult to read the in-game instructions V hints; but a neat idea and experience... I just need to play more and get a better feel for the controls. :). Every game in this package crashes at the loading screens and corrupt the save files while doing so.

Don't bother with this games.. Pretty intense well executed time killer. The only thing are the missions where you have to find and destroy certain enemies were hard for me to navigate as everything looks the same and there is no mini map.. Better than episode 2, but not by much, This whole episode is basically a point and click story without any V much gameplay. There's hardly any puzzles at all in this episode which is about an hour and a half long. Definitely not worth its full standalone price of 6.99 and it now looks like episode's 4 and 5 will be just as lacklustre as 2 and 3, making the season pass or full package rather bad value for money.

Only recommended heavily discounted and if you MUST experience every chapter.. This is a game that really confused me with it's outstanding puzzles and story.. I was kind of dubious about this one. Real-time card-based tactical battles sound like they could be fun, or a disaster. In reality, it's kind of in between. You only have a window of a couple seconds to play stuff, and if you're trying to do multiple things, it's easy to click in the wrong spot and screw up your whole plan. It also sounded like it was based on the old Bureau of Steam Engineering browser game, which I played only a minute of and found incomprehensible. Luckily, there's no connection except theme.

The game also has the problem that you're drawing at random from a 20-card deck, so even with a lot of redundancy, you can get starting hands and continued draws that are exactly not what you need. If one side gets a good draw and is running right out of the gate, while the other has to wait around for a few turns to get anywhere, the game could be effectively over already. That's because board presence is vital, and there aren't that many ways to catch up once you're behind.

The other thing about the game is that it lives or dies based on card variety and interactions (like most card games). The cards are divided into factions, and you can only have 2 different factions in your deck at a time. Some of these factions feel more fleshed out than others. You unlock cards by completing missions in the single-player campaign, but even 100%ing the 2nd playthrough doesn't get everything. One faction's cards wait on the first expansion campaign, which is good, but has to be purchased. Once you've done the campaign, there's not much else to do but try multiplayer. Each match you win here gets you a card unlock from a new, distinct faction. The trouble is, there hardly ever seems to be anyone on. So, it's a catch-22. You want to get more cards, but can't get them until you win, but have only MP battles to use them on once you do, but can't even get those battles in the first place.

Still, I enjoyed it quite a bit. These potential difficulties mostly fade away when you get into the game. The interface, the look and sounds of the units all feel right. Evan LE NY returns to do the soundtrack, which once again fits the style well.. This game would be passable as yet another one of those match-the-color type puzzle games, but it chooses to add an awkward beat detection system as a key point of the game's mechanics. Said system behaves incredibly unpredictably, failing to roll over the beat counter for several seconds and then suddenly shooting it forward 4 times in a single second. Doing well on a song requires playing the same song multiple times to memorize where the game detects "beats". Stay away.. Tactical genital poking.

10/10

Looking forward to online multiplayer.

has potential, but there are just too many problems. the only way it's a roguelike is that there's permadeath.

many things are unbalanced. as long as things are outside of cooldown, you can swap whenever you like, which takes away any sense of strategic tradeoffs. likewise for shifting energy use. abilities aren't well thought out, some are clearly massively better than others. if you level too much, the difficulty gets ramped up massively high; you're better off just deleting your save and starting over if you die.

I did enjoy some parts of it. Gearing up is kinda fun for a few sectors. Other than that, there's just not enough meat on the bones and too many balance issues to recommend it.. I find this game to be decent. It's fun and is a time waster when you are bored. It's definitely worth 49 cents! :)

My favorite songs in the game are from the Club & Space maps. The objects sometimes are so huge and some backgrounds hurt my eyes, but still a good purchase.. New game with great potential. Still early in development but fun to play. 7/10

Devs are helpful, looking for lots of feedback, and don't take anything personal. Which is awesome.. Swordbreaker is a unique visual novel. The writing here let's be honest here it downright bad on the whole level. Very poor effort when into the writing. The music is decent i guess thou some extra music tracks would have helped it. Now as for the artwork it is wickedly awesome some of the best art ive seen in a while. There are also many different choices that you can make though out the game giving it some nice replayability. Over all i would say that is average at best. The whole point to this novel was the artwork. Having a price tag of \$2.99 is fair i would say. My over all rating would be 5/10. With out the awesome artwork it would be a 2 or 3 at best.

So should you pick this up well only if you like this type of artwork then yes. If your here for a story then i would move along.. i think its a pretty neat small comic game, it does what its supposed to and its 100% free, you can do some pretty neat stuff with it, like I just made an island out of upside down cabbages that I colored yellow! :D And I made a pirate ship out of sausages painted brown and made a treasure chest out of bottles and cherries. The game limits you in a sense where you only have few materials, but can create infinitely from those materials.

I suppose its not everyones cup of tea, and appears a bit goofy at first glance, but i like trying to figure out what I can do with the picture pieces the game gives me and see if I can create a cohesive story with it.

7/10

I think the game is awesome, if it had steam workshop and could play the comics like flipnotes i think it would be amazing. Try it its free.. 2.99\$ for this game ??? why?

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