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Shifting around

## [Stateshift Comes to the PC](#)

*Look for it come this summer*

**Playlogic** is an independent game publisher that aims to capture a significant portion of the retail market. Its latest weapon is the very futuristic looking racer that is Stateshift. It's not a driving game, it's not a simulation, but rather an over the top adrenalin infused experience. The game is set somewhere in the future and society is in a deep state of unrest as bloody wars rage across the world and destroy the economical base of all nations. In need of a powerful distraction from the perils and sadness of the world the people are only living their lives for the sake of Stateshift racing. The story is very tongue in cheek but it does a good job of introducing the game to the players. And that's where the fun really starts. The driving itself is not the core of the game. Each racer has a full arsenal of weapons that he can use to take out opponents and make the track his own turf. The tracks are littered with more weaponry, ranging from homing missiles to mines and dumb rocket launchers, all of which can be collected and then used to secure the first position. Apart from the racing and the shooting you'll also do a bit of collecting in the game. The aim is to get as many energy cells as possible on the track so that you can then power up the special abilities of the racers. The developers call it "state morph" and the main effect is that it offers racers a unique advantage. They might get better speed, better cornering or the ability to evade all weapons that other players use or even drive through obstacles. The game will feature 14 different playable tracks, with 6 racers to choose from, 4 weapons that can be picked up and 4 state abilities. As June gets closer, get ready to beat the competition in Stateshift from [Playlogic](#).