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## Asphalt 8 size android

SOUND ON With over 120 million downloads, the best mobile arcade racing game series reached a new turning point! Perform dynamic, high-speed air stunts with more than 90 licensed dream cars in an intense driving experience powered by a brand new physics engine. The iOS platform has quietly become a haven for big racers, and Asphalt 8 now looks to be the pack. The entertainment value provided is simply from the cards that Asphalt 8 should make an absolute you'll enjoy every minute of. A brilliantly compiled arcade racing package Asphalt 8: Airborne redefines iOS arcade racing. ©2015 Gameloft. All rights reserved. Gameloft, the Gameloft logo and Asphalt are trademarks of Gameloft in the U.S. and/or other countries. All manufacturers, cars, names, trademarks and related images provided in the Asphalt 8: Airborne mobile gaming are trademarks and/or copyrighted materials from their respective owners. Game summaryDeveloper: Gameloft | Genre: Arcade Racing | Platforms: iOS, Android | Price: \$0.99Asphalt 8: Airborne is finally out! After first launching on the iPhone in its fourth iteration years ago, the game has evolved tremendously and the latest Asphalt arrives simultaneously on both Android and iOS, the world's two most popular platforms. With steady improvements for years on, Asphalt 8 culminates to be one of the best arcade racing games on mobile. Here's why. Gameplay feels like an action movie Gameplay like an action movie Before you play the game, you have to download a whopping 1.5GB of data. The wait is worth it. Once you start it, you'll instantly feel like you're in an action movie. The adrenaline kicks from the start and you quickly realize this game is about speed and aggression, fast and furious, and we really mean both. It's all about the action from the start: float, jump off platforms, skip other cars, you'll quickly forget your mind of safe driving - everything to get you more precious nitro, push the pedal down to the floor again and again to every other float. There's not a hint of realism - for what you want to go to games like Real Racing 3, but there's not a hint of tranquility either - the game keeps you on edge all the time. More about speed than realism The incredible graphics and wide range of the latest cars are just the backdrop. But boy is it a good looking background. With a brand new physics engine and sharper graphics, the game truly looks like a console masterpiece, not a mobile game. The cars are amazing - you start with enough money to buy just one, but if you progress the game will require you to buy new cars to enter certain events and progress. You had all the mainstream cars plus some exotics - we loved that we could buy a Tesla Model S, and more expensive cars like Mercedes, Lamborghini, Marussia, Koenigsegg and even some concept cars were all welcome additions. The action packed game is addictive and mean it. The you get out of the speed and the dynamics of the game will keep you just one more track to play. The game is not easy! You'll be able to win the first few events without much effort, but you'll find yourself making a very extra effort to get the maximum amount of stars for each track later on. And that money is piling up way too slow given how expensive top car models are. Asphalt 8: Airborne has a ton of replay value and numerous hours of the game. There may be eight tracks (all are beautiful), but you have a whopping 8 seasons with 15 tracks each. That's a total of 120 challenges! You'll have to replay many of the challenges to end first, or do some tricks for an extra star. Asynchronous multiplayer means you can chase your friends anytime Then there's multiplayer. Asynchronous multiplayer means you can chase your friends even when they're not online. It happens via a ghost car, a recorded interpretation of your friend's racing history. Multiplayer is even more fun and you find yourself hitting that nitro harder and going more aggressively against your opponents when you realize they're real people. You can choose one of three types of events and your favorite track, and if the majority of voices agree with yours you play that exact type of challenge. Priced at the affordable \$0.99, virtually everyone can afford to buy the game and this one dollar price has allowed the developer to keep in-app purchases less intrusive and not in your face. Remember Real Racing 3 where you had to wait for hours (literally!) for car repairs? There's none of that intrusive in-app purchase promotion here. ConclusionAsphalt 8: Airborne is the best arcade racing game we've ever played on mobile. Playing it feels like watching not only but being in an action movie. It's dynamic, aggressive, fun, but leaves your expectations for realism out. With beautiful graphics, great matching soundtrack and tons of replay value, we definitely recommend you try it yourself. See you on the tracks. Pros: Extremely engaging, dynamic action-filled gameGorgeous graphics, matching aggressive soundtracks of replay value, great carsCons:- SUBSCRIBE TO OUR NEWSLETTER! Asphalt 8: AirborneDeveloper(s)Gameloft Barcelona[a]Publisher(s)GameloftSeriesAsphaltPlatform(s) iOS Android Windows Phone 8 BlackBerry 10 Tizen Windows tvOS macOS Windows 10 Mobile ReleaseiOS & AndroidVW: August 22, 2013[1]Windows 8.1 & Windows Phone 8WV: November 13, 2013[2][3] BlackBerry 10 WW: January 15, 2014[4] Tizen WW: April, 2015 TVOS WW: October 30, 2015[5]Genre(s)RacingMode(s)Single-player, online multiplayer Asphalt 8 : Airborne is a 2013 racing video game, developed by Gameloft Barcelona and published by Gameloft as part of the Asphalt series. It was released on 22 August 2013 for iOS and Android,[1] November 13 for Windows 8[2] and Windows Phone 8.[3] January 15, 2014 for 10,[4] and April 5, 2015 for Tizen. The game's sequel Asphalt 9: Legends have been announced on 26, 2018. The game has about 350 million players, according to the game description in the App Store and Microsoft Store. Gameplay Gameplay is similar to that of Asphalt 7: Heat, with the player given four control options: Tilt to steer (automatic acceleration with motion control by tilting the device), Tilt and icons (manual acceleration via an on-screen icon, with motion control through the tilt of the device), On-screen controls (automatic acceleration with motion control through a virtual steering wheel on the screen), Tap to send (automatic acceleration with motion control by tapping the side of the screen). The Windows 8.1 and Windows 10 versions feature different control schemes, including the traditional WASD and the up, down, left, right keyboard schema. The five-star rating system for each race, the use of primary and secondary goals introduced in Asphalt 6: Adrenaline and also used in Asphalt 7 were all retained in Asphalt 8. Three stars are awarded for finishing in the first place, two for second, and one for third. Achieving secondary goals, such as performing a given number of stunts or beating opponents, assigns the player with two additional stars. It's the same in Moto Blitz and Championships, but you have to finish the primary goals before you unlock the secondary goals. Acquiring stars in an event is cumulative — players who finished first in an event without completing the secondary goals can replay the race and obtain a five-star rating even if the primary goals aren't met. However, the core game is slightly different. As the subtitle implies, the focus of Airborne is on jumping, with tracks having far more ramps than in previous games. [6] In addition to performing standard jumps, the player can also perform flat turns (by floating on a ramp) and barrel rolls (by driving off a curved driveway). It is also possible to perform a barrel roll by riding with 1 side on a normal ramp. [7] All jumps deserve nitrogen boost; the longer the airtime, the more boost deserves. Destroy obstacles such as barriers and lampposts, hitting traffic cars, or nearly hitting traffic cars (near misses) also deserve nitros. Another new feature, which replaces the Adrenaline mode in Asphalt 6 and 7, is the ability to perform a Perfect Nitro. When the player hits a boost, a small red zone appears in the boost bar. If the player hits a boost again when the boost gauge is in the red zone, the car will accelerate even faster, with the boost lasting until the player runs out of a boost, brakes, crashes or hits a ramp. In the initial version of the game, the career mode consisted of 180 events divided into eight seasons, which became progressively more difficult. [8] In later versions, additional challenges and seasons were added. As of March 2020, Asphalt has a total of nine seasons excluding the McLaren Legends Season. When the game starts, only Season One is available. Later seasons must be unlocked by earning a certain number of stars or by buying a Season unlocked in the in-app store. You can't unlock a season by an in-app purchase unless you've played the required amount of stars and deserved to unlock the previous season or bought the previous season. [10] The Great Wall update added 30 new events centered on the Great Wall. [11] The Dubai update introduced a new season where only fully upgraded cars are eligible to participate except to add three new events on Dubai. [citation needed] The San Diego Harbor update introduced a new season with events where the player can participate in a twenty-four car race (Exclusive Metal Events — only on iOS 8), along with several new events centered on both Dubai and the San Diego Harbor. [citation needed] Asphalt 8 is the first game in the Asphalt Series to use Game Center for accomplishments rather than Gameloft's own Gameloft Live. [12] The April 2015 update added support for the Apple Watch and made it only on the iPhone 5 or later models using iOS 8.2 or later through the use of Bluetooth or Wi-Fi. The October 2015 update added support for the Apple TV. Besides using stunt jumping as a central game mechanic, Asphalt 8 also makes extensive use of simulated HDR rendering and pixel shaders, as seen on air and specular reflections on the road surface. Online multiplayer mode can be played both locally via Wi-Fi, and worldwide via the internet. There is also a World Series online multiplayer mode, although this mode is not available on iPod touch 4th generation and iPhone 4. [13] Playing at multiplayer is the only way to increase a player's in-game level, to which more credits are awarded than the player levels. [14] The Multiplayer League Update in October 2016 launched a revamped multiplayer game in the form of the Multiplayer League, where players compete against each other in online multiplayer races to win exclusive rewards. Vehicles This article needs to be updated. Please update this article to reflect recent events or newly available information. (August 2020) Asphalt 8: Airborne currently has 285 vehicles (270 cars and 15 motorcycles; there are also 9 other vehicles that are no longer purchasable by non-owners due to licensing issues). Vehicles that cannot be purchased with Signs or Credits, and cannot be assembled with blueprints (before December 2019), are unlocked by Car Mastery, or obtained through the special events. Soundtrack Asphalt 8 is the first game in the series to feature a licensed soundtrack. When you play the game, there are three selectable stations: bass, rock and electronic. The songs available are Be Electric by The Qemists, Etude by Nero, Rocksteady by The Bloody Beetroots, Fire Inside through Gemini, Stamina door Burn It Down Door Awolnation, Underdog Door Kasabian, Play For Real door The Crystal Method (Dirtyphonics Remix), Professional Griefers door Deadmau5, Go with that flow door Queens Queens Age, Holdin' On by MONSTA (Skrillex ft. Nero Remix), and Pulsar by Celldweller. The March 2014 update added four new songs: Animals by Marín Garrix, About It by The Crystal Method, Asleep at the Wheel by Band of Skulls, and Cannibal by Silversun Pickups. Reception Asphalt 8: Airborne (iOS version)Total scoreAggregatorScoreMetacritic91/100[15]Review scoresPublicationScoreIGN7.8/10[16]14 [8]App 17[7]Gamezebo[18]MacLife[7]Sak Gamer9/10[9]TouchArcade[6] Asphalt 8 received critical praise from critics and became the leading game of its genre. The iOS version has a total score of 91 out of 100 on Metacritic, based on eighteen reviews. [15] TouchArcade's Eric Ford gave the match a perfect score, 5 out of 5, calling it the highlight of the Asphalt series. He was particularly impressed with the new jump-focused game and the graphics, arguing that the graphics engine does a great job of conveying that sense of speed that's vital to a game that thrives on fast play. His only criticism was what he considered a difference between the price of some of the cars and the reward money given to the play; if you come toward the very expensive cars, you'll see that you don't earn as much money proportionally to afford what you might want. However, he saw and concluded this as a minor complaint by saying the iOS platform had quietly become a haven for big racers, and Asphalt 8 now looks to lead to the pack. [6] AppSpy's James Gilmour also gave the game 5 out of 5, commending the controls, the range of tracks, cars and upgrades. He argued that Asphalt 8: Airborne plays like a biggest hits compilation of arcade racers. Maybe you enjoyed the powerslide of Out Run and Ridge Racer? Or the nitro raises and takes challenges from Burnout? Well, you'll find them all in Asphalt 8. The good news is that rather than Gameloft simply tearing off aspects of other games and crushing them randomly together, the dev has managed to be a polished, adrenaline-infused racer who is way more fun than it has any right to be [...] Although Asphalt 8: Airborne's parts can be borrowed, they are skillfully assembled to build a highly entertaining vehicle. [10] MacLife's Andrew Hayward also awarded a perfect 5 out of 5 score, feeling the game reverses the sense of stagnation that by the time of Asphalt 7 has crept into the Asphalt series, arguing that it essentially feels like a reboot in terms of quality. It's actually a rather amazing achievement. He compared the match to Real Racing 3 and praised Asphalt 8 for a true multiplayer mode. He concluded that what started life as a passing mobile distraction nearly a decade ago has finally blossomed into a racing experience that is franchise, cordial, and really rather impressive throughout. Asphalt 8: Airborne blurs the line between mobile and console with an incredible asking price to start, and it's easily the best racer of its kind on App Store today. [7] Andrew Stevens of 148Apps recorded the match 4.5 out of 5, arguing that it takes the Asphalt series to a new height. He also praised the new jump-focused game; I've always had great fun with asphalt racers and enjoyed the previous Asphalt entries, but something as simple as adding ramps and a few stunts to the action really took this series in a new direction. He concluded that Asphalt 8: Airborne is a great addition to the series and arcade racing fans will find themselves very pleased with its offerings. [8] Gamezebo's David Oxford also awarded a score of 4.5 out of 5, commending the new goal jump, the graphics, the series of cars, the shallow design and the use of licensed music. Though he was critical of the driving mechanics, he concluded that Asphalt 8: Airborne's numerous features and modes, including multiplayer, help round out this package. It's an easy recommendation for anyone who likes their racers a little more realistic than a cartoon kart racer, but with a healthy dose of over-the-top arcade action. [18] Pocket Gamer scored the game 9 out of 10 and also gave it a Gold Award. Reviewer Harry Slater compares the game to Real Racing 3, arguing If Real Racing 3 is a precision tool, then Asphalt 8: Airborne is a lump of hammer [...] there's a simple arcade glory to the proceedings, that leaves you with a smile on your face after every breathtaking dash to the line. So while Asphalt 8: Airborne might not be subtle, every second you spend in his company is excitedly fun. He designed the level, controlled options, the nitro system, and praised the use of shortcuts on each track. He concluded that Asphalt 8: Airborne might not be the best racer out there, and it's certainly not the most realistic, but as an arcade explosion it's hard to be upstairs. Its powerslides are that little crazy, its jumps that more ludicrous bit, and its declines that are more satisfying than its closest competitors. It's a racer who concentrates on having fun above anything else, and if it hits his mark almost every time. If you're a fan of playing with a smile on your face, then Asphalt 8: Airborne is going to be right on your street. [9] IGN's Steve Watts was less impressed, scoring the match 7.8 out of 10. Although he praised the graphics and gaming, he was critical of the in-app purchasing system. By the time I reached center stage, the hodgepodge of car requirements felt like an unworkable maze. I constantly needed more stars, but by that point progress required me to spend a large wad of cash on a car that might just be useful for one event. I would beg it, earn the five stars available in that event, and then go looking for another that could slowly inch me into the next season. Asphalt is more than happy to remind you that you can simply buy a few cars or in-game currency to speed up the process. He concluded that Asphalt 8: Airborne is a highly polished racer with plenty of content, but its silk is delayed by aggressive gating that pushes too hard after its in-app purchases. The later season requirements are too invasive and the grind starts to wear thin after a while. [16] Notes ^ Additional work by Gameloft Saigon, Gameloft Montreal, Gameloft Madrid, Gameloft Kharkiv, Gameloft Bucharest, and Alive Interactive Media, Inc. References ^ a b Saleem, Hammad (August 17, 2013). Asphalt 8: Airborne to launch on August 22 for iOS and Android. Geeky Gadgets. 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