

# Deliver At All Costs

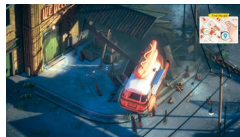
Courier work can be stressful – especially when your latest package is a live blue marlin, convulsing violently as it dangles over the bed of your truck. As you wind through a city composed of extremely destructible buildings, you're also expected to sate the appetite of the colossal creature. So, as you swerve around structures and pedestrians, you slam into baskets of fish, which duly fall down its gullet. Oh, and don't forget to dip the marlin into a tank of paint, so that the grizzled fisherman receiving the delivery will think that it's one of those rare albino specimens.

It's stupid but it's funny. Pandemonium is the point of *Deliver At All Costs*, courier work a flimsy excuse for vehicular destruction. Buildings crumble at the lightest nudge, while pedestrians saunter into your line of rampage; if knocked down, they retaliate by kicking or clinging onto your vehicle. If your lorry takes damage too many times, the wheels fall off, and you'll need to make repairs, even in the midst of an urgent delivery.

The chaos of your hijinks is compounded by the game's impeccably timed physics. Cars bounce off the pavement, while wedged bodies jerk uncontrollably beneath your truck, lending further comedic absurdity to the wild scenarios. In another frantic sequence, you

There are no real repercussions for causing wanton destruction, with demolishing buildings and pedestrians alike simply par for the course. Perhaps that's because all the chaos is undone once you leave the scene

**Developer** Far Out Games  
**Publisher** Konami  
**Format** PC (tested), PS5, Xbox Series  
**Release** Out now



## LIMITED ADDITION

You can find unique cars dotted around the maps, but their use is strangely restricted. Usually you can only drive them between deliveries, and you can't equip gadgets such as winches and cranes. They aren't easily retrievable once found, either – there's no collecting them from a central car park. Instead, you must pick up the one you want from the same spot each time. As such, they serve as minor Easter eggs rather than useful alternative wagons for zipping about town.

have to steal parcels from the trucks of a rival delivery service, then drop them off at a customer's home. As another fleet of lorries then races to wrestle the packages back, this usually results in the razing of the entire town. Nonetheless, customers thank you profusely for your gallant efforts, even as they stand in the wreckage of their smouldering homes.

Given that it radiates such delicious daftness, it's strange that *Deliver At All Costs*' action is framed by such an uninspiring, meandering story. Winston, an engineer with a tormented past, is a bland protagonist, while NPCs blather on too long during cutscenes, and the second-half turn towards a thriller plot is decidedly humdrum. And there isn't much to do between deliveries, although exploring – and destroying – the beautiful landscapes has its charms. There are crates of cash and stashes of spare parts for building gadgets to discover, yet neither feel like essential ingredients – there isn't much use for money, and gadgets don't offer the kind of scope for destructive experimentation you might hope for. Side missions, ranging from short races to lightweight puzzles, are also sprinkled in, but most are merely straightforward distractions from the main draw of violent courier work. And that is a strong draw, at least for a time. When it's embracing the ridiculous, *Deliver At All Costs* shines like a thrashing, paint-dipped monster fish.

6



JOSE MARQUES  
 Well, I be darned...