
DriftKing 2D

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About This Game

DriftKing 2D is an endless random generated Drifting game!
Just try to stay on the road!!
[Public Beta]

(DriftKing 2D - v0.166)

- 5d3b920ae0

Title: DriftKing 2D
Genre: Action, Adventure, Casual, Indie, Racing, Early Access
Developer:
LolindirLink
Publisher:
LolindirLink
Release Date: 10 May, 2019

Minimum:

- **OS:** Windows 7, 8, 9, 10
- **Processor:** Pretty low.
- **Memory:** 2 GB RAM
- **Graphics**

English,French,Italian,German,Dutch,Portuguese

Alright game, it starts off kinda blah but does seem to grow on you as you play it a little more.
<https://www.youtube.com/watch?v=l7e-Y-PJn9M&feature=youtu.be> Still the game seems to be priced WAY too high at its launch price of \$4.99 USD. I'd recommend to the developer to price this title at 99 cents or \$1.99 tops. I know it's your first Steam title, but it's just not worth \$5 to most gamers on Steam. Remember they can buy games like Burnout Paradise City OR Need for Speed games for \$5 or under on sale all the time! This game scored a dismal 47% in my scoring, mostly hurt by a bad value score because of the steep asking price. NOT recommended unless you get it at around \$1 or less. Not a bad first game to the developer, maybe speed it it up and add acceleration and brakes to the game and with the faster speed, no such drastic curves.. Out of the 119 games I own, this is definitely one of the best games.. Alright game, it starts off kinda blah but does seem to grow on you as you play it a little more.
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Changelog: 0.166.0 (Ocean Biome update) : Changelog: 0.166 - Added the 5th Biome: Ocean (beta). - Added a 7th language: Portuguese. (Beta) - Added color to the selected menu tab button. - Corrected a transition bug beyond 750m. - Fixed Transitions generating straight at you. - Fixed Daily Coin icon appearing when hitting restart. - Fixed a visual bug by clicking the Daily coin in the settings or missions menu. - Fixed a camera zoom bug by selecting a different starting Biome - Fixed alt-Enter (Full-screen) also hitting just Enter ("A") - Fixed a Tire skid marks bug after reaching over 500m - Fixed hitting a traffic cone twice fast, not detecting the second hit. - Moved the camera up a little for a bigger view. - Minor other tweaks.. Changelog: 0.168.0 - New Game Mode added! : Changelog: 0.168.0 Added a New game mode! (Target Practice! v1) Added 13 New achievements! Added a Profile page to view your Player Stats. Added a Boost icon (tap The middle part of the screen, or "Press A/E" to Boost!) Added Biome Names in the Garage Menu & Store Menu. Added Snowballs in the snow Biome. Added Cacti in the Desert. Added Continue & Quit options in the Pause menu. Fixed headlight Angle jumping. Fixed Player Collision bug. Fixed Tank not receiving DK from Drifting. Fixed Settings menu (languages/About) showing the wrong tab. Fixed Clearing save data not working on controller. Fixed Daily Coin icon disappearing after window rescaling. Fixed Menu Tab sometimes not resetting to 0 in the Main menu. Fixed Quitting from Main Menu display bug. Modified Menu Scrolling for keyboard and controller. Window maximizes on startup Optimizations and bug fixes.. DK2D Early Access Launch postponed! : My apologies for not making it in time! This is no April Fools joke unfortunately. A lot has happened for me personally in the past few weeks including a new day job. DriftKing 2D is almost ready for it's Early Access launch but it's just not quite there yet. Transparency is important so here's a quick summary of things that didn't finish in time and are currently my top priority in the coming days: Collecting new colors and vehicles. (Almost ready) The Store menu's (Almost ready) Achievements & Leaderboards (Almost Ready) Missions menu (Almost Ready) Offline savefile system + Cloud save (Broken) Additional tweaks and optimizations of the new additions. There's also a new gameplay trailer coming as soon as possible, Work on the website and presskits, Marketing and porting the game over to Google Play while waiting for the game build to go live on Steam. I hope everyone will understand my decision to postpone until a more complete and playable version has been realized.. DK2D Early Access Launch postponed! : My apologies for not making it in time! This is no April Fools joke unfortunately. A lot has happened for me personally in the past few weeks including a new day job. DriftKing 2D is almost ready for it's Early Access launch but it's just not quite there yet. Transparency is

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