
DriftKing 2D Download]

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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

Think this game needs more work. I'll let u decide to buy it or not as im on border line for this game.. 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.. Think this game needs more work. I'll let u decide to buy it or not as im on border line for this game..

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DriftKing 2D will release today! - Patch notes v0.163 : DK2D patch notes v0.163 (May 10 - 2019). 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.. 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: 0.168.5 - Happy Birthday LL! : Changelog: 0.168.5 (May 25, 2019 - Happy Birthday LL!) Optimized performance by reducing collision checks by 2-fold! Increased startup time of the game. This update is a lot larger than usual by this. Fixed Achievements creating lag. Fixed a text glitch when hitting a Main Menu icon with a pop up on screen. Modified the Settings to align it more with the other menu's. Modified the languages page so the special thanks are visible at once. Modified the Daily reward claim. It now resets right after midnight. Tried fixing the Leaderboard again.. Changelog: 0.165.0 : Changelog: 0.165.0 - Fixed Headlight bug - Finally fixed the road generator! (Please tell me ASAP if it still gives a problem where the road disappears!) - The road generation becomes gradually harder now! - Fixed some objects despawning onscreen - Fixed The RainbowDrift (now only at 1000m or higher) - Modified the player speed - Fixed Daily DK bug with Keyboard controls - Fixed Biome selection on Restart/Play. - No more trees in the desert, Making place for cacti. (Soon!) - Added a popup to notify new players which car & color they received. - Added a Coin icon to notify players to claim their free daily DK. - Added a Pause Popup - Added the ability to RESET SAVE DATA. (Settings menu) - Reserved some code for the first new additional game mode! - Minor stability & performance improvements.. DriftKing 2D will release today! - Patch notes v0.163 : DK2D patch notes v0.163 (May 10 - 2019).

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