FURIDASHI: Drift Cyber Sport Key Serial Number

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About This Game

FURIDASHI: Drift Cyber Sport is a motorsport simulator for PC on Windows platform

Competitions in drifting as Players vs Players cyber sport challenge. This is a real-time online multiplayer simulator with unique next gen realistic car physics.

TECHNOLOGIES

- VR (Virtual Reality) full support!

- Motion Simulator support (authentic | Sim Tools | GameSTUL.ru)

- Steering wheel full support with detailed feedback

- Keyboard & Gamepad full support

- Gyroscope gamepad support

- Mouse steering support

- Support for resolution 5760x1080 for Triple Screen

GAME MODES

- Online multiplayer with Steam Community functions. Invite friends and get to know the drift fans from around the world in the game and drift together. Network latency is minimized. Tandem Drifting is available as never before!

- Race with ghosts - competitions with entries of real players

- Free Practice

GAMING COMMUNITY

- View players profiles online, add to friends

- Global gaming chat

- Chat room / competition lobby

20 CARS

- All 20 cars are available immediately when buying a game without purchasing DLC

- Japanese, German, American and Russian drift vehicles

- 40 garage slots are initially available for your vehicle collection

12 TRACKS

- Really existing legendary tracks of Japan, Russia and other countries

- All 12 tracks are available immediately when buying the game

WEATHER AND TIME OF DAY

Select the time of day and weather. Different temperatures of air and asphalt affect the operation of the motor and the adhesion of the tires on the road.
Various lighting and atmosphere on the tracks depending on time of day.

PHYSICS AND TUNING

- Absolutely new physics on nVidia PhysX technology guarantees realism

- Swap the engine with changing characteristics and sound. 10 legendary engines

- Improving and tuning the engine, tuning in real time

- Adjustment of suspension / wheel alignment and angles / Toe & camber

- Strengthening the body and the stiffness affects the moment of inertia and the car's rotatability

- Increase the angle of rotation of the front wheels / steering lock

- Clutch and transmission / acceleration of shifting gears / reduced inertia of the transmission (clutch kick)

- Reduce the weight of the car by installing lightweight parts and removing unnecessary elements for better control in drifting

- Selection of tires and settings of pressure in them separately for the front and rear

- All installed parts have their own weight, which affects the overall weight of the car

CUSTOMIZATION

- Create a unique design for your car

- Advanced system of vinyls and painting tools / layers / materials

- Hundreds of new images to be applied to the tools

PROFILES OF PLAYERS

Player profiles are stored in the Steam Cloud. Damage or disappearance of profiles is excluded.
You can play on any computer from anywhere in the world, change the computer and reinstall the operating system.

GAMEPADS AND WHEELS

Support for the keyboard and all types of gamepads, wheels and other controllers.
Support for multiple controllers at the same time (for example, separately the steering wheel, pedals and handbrake).

GIFTS:

For the people that play Peak Angle: Drift Online as a gift ALL DRIFT CARS with unique design from the Premium store are available immediately after buying FURIDASHI: Drift Cyber Sport.

Please enjoy the game and thank you very much for all the support!

Title: FURIDASHI: Drift Cyber Sport
Genre: Racing, Simulation, Sports
Developer:
Drift Physics Crew
Publisher:
Drift Physics Crew
Release Date: 2 Nov, 2017

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Minimum:

OS: XP, Vista, 7, 8, 10

Processor: 2.0 GHz

Memory: 2 GB RAM

Graphics: Nvidia GT610 or AMD HD5450 or Intel HD Graphics 530 with 1GB of VRAM

DirectX: Version 9.0c

Network: Broadband Internet connection
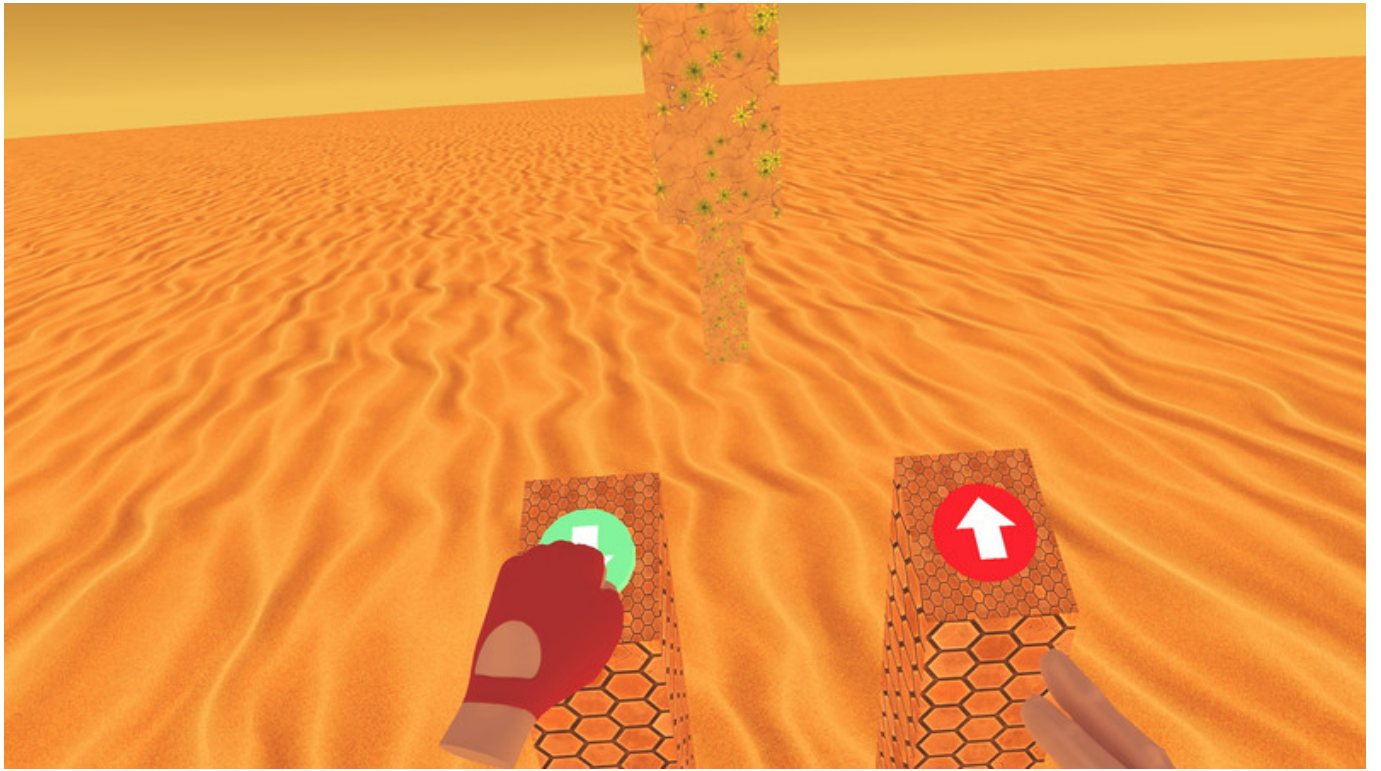
Storage: 10 GB available space

Sound Card: DirectX compatible sound card

Additional Notes: Supported Graphics Cards: AMD HD5000 Series, HD6000 Series, HD7000 Series, R7 Series, R9 Series Nvidia GTX400 Series, GTX500 Series, GTX600 Series, GTX700 Series, GTX900 Series Intel HD4000 Series, HD5000 Series

English,Russian

just great.. really fun and enjoyable. I highly recommend.. Well, this is definitely an interesting addition to Tropico 5. I have not yet completed this mission successfully, but I appreciate this new twist on a game that gave a feel of a different time period, that has now been fast forwarded to a more modern time.

At first I felt like they may have dropped the ball on this one, just didn't seem like it was going to fit in quite the same as new buildings from previous DLCs have.

I am pleased to report, that although I am struggling with the concept of this DLC and have not yet completed a full play through of it, it does add a kind of aspect of all out corporate greed, just on a much smaller scale. You compete against another island for profits from these fast food locations, while also trying to complete other goals along the way.

We need more tourism buildings! I do appreciate these other DLC's and have been sure to purchase and play through them thoroughly, I just feel like a bit of expanding on that aspect could serve this game well. I always seem to not really bother with tourism unless it is called for, perhaps a new bigger hotel, or just ways to upgrade the existing buildings further? I am not sure exactly what is missing there, but something new there would be nice. As well as a new story campaign. No pressure.. I have been asking for more SNK Playmore games for a long time. I actually just asked them to put the second The Last Blade on Steam yesterday. I love this game and would love to see more SNK Playmore games on Steam. This is a must buy if you like good old fashion fighting games with really unique Super Moves and characters. I LOVE THIS GAME!. My computer cant handle this game... I have 4gb of ram,intel core I3 and windows 8.... i did not like it.. Co-op doesn't allow player 2 any customization. They are stuck with whatever upgrades you choose and that's a really poor experience for 2P. Inexcusable in this day and age.. So what's the game about? You're a crow, naturally, flying around, collecting \/ discovering things while upgrading your abilities until you're ready to take on "bosses"... then you decide if you're a good crow or EEEEEEEEEEEVIL crow by cursing the beaten boss!

Crow ain't too bad and a welcome change of pace after a few hours into Alien: Isolation, to say the least!

It is originally a Mobile game that got ported to PC and I'd say the porting to PC ain't too shabby. For a mobile game, its fun and it has decent music to keep you engaged in the game. The downside is... that game is very short and once you do finish it, no replay value at all.

All in all, I usually stay away from Mobile ports but I'd say this one is actually a decent game to give a shot someday! The soundtrack alone is worth the purchase since it is included freely with the game!

PROS:
+Soundtrack is good and freely included with the game.
+Soothing gameplay.
+Interesting story for a mobile game!
+Atmospheric visuals.

CONS:
-Game designed as a mobile game so the controls aren't always very responsive.
-Very short and no replay value at all.
-Besides screen resolution, no other options to fiddle around the settings (might change later).

RECOMMENDATION:
If you seek a "soothing" gameplay when playing other stressful games, Crow is your medecine! Just, don't expect this game to last for long since once you're done with the game, its over! The devs mentioned about future controller support and achievements implementation so for those who care, there... you have it!

RATING:
7.5 \/ 10

Refunded.

The game is absolutely terrible.
First of all, this isn't a horror game. I usually get scared really easily, but I experienced no horror playing this game. The game states they want players to experience Nyctophobia, Taphophobia, and Ombrophobia, which is what caught my interest. I was hoping to see a different genre of a horror game that doesn't always have ghosts or killers. With that said, I don't know where I am suppose to experience any these phobias. Setting up a player in a dark mine with rainy environment is not "experiencing phobias". There is just nothing to fear about the mine. It's just dark and feels never ending. The only thing I was scared about was experiencing such terrible game design and horrible textures.
There is a chance I might have not experience the horror in the game only because I stopped playing after about 30 min of gameplay, but it was too hard to sit through this game.

I was more so excited about the Co-op part about this game, turns out only 1 player has to escape the mine, and the other player is just stuck looking at the map all day. Can't think of more boring Co-op experience than this. There is also not enough hint on the map to help the other player. There are multiple maps, and they just has some lines drew on them, it doesn't indicate anything else. So playing as the "rescuer", You don't know which map to start explaining first, nor how to lead them to the exit. It doesn't do anything other than to confuse players even more.

The player also has limited stamina for some reason, so as you are running around the mine, you will be slowed for a duration of time until your stamina charges back up and you can start running again. First problem with this is you don't have any UI during actual gameplay, so I didn't even know there was stamina in the game, at first I thought I was being slowed because I was entering a cut-scene or something. Secondly, I don't even know why stamina exist in this game. You're basically running around the mine endlessly. You're not being chased by anything nor being timed. Even the 2nd player who's job is to read the map all day have stamina. I just don't see any reason for a stamina in the game other than to annoy players. (and I am only pointing this out because walking in this game is way to slow)

I know this game is not finished. It's literally stated on their steam page description, which I was aware of. I played a lot of early access games that were unfinished. But in my opinion this game shouldn't even be released for early access. and I don't know who thought it was a good idea to sell this game for 20$?? The devs wants feedback? well here is mine, but I just CANNOT recommend anyone else to buy this game at it's current state. It's waste of your money which you can refund, but you can't refund your time back. Don't waste your time playing this game.. Trick & Treat is a short but fun little rpg maker game. Okay now for the story.

You play as Amelia a young maid going trick or treating with her mistress, a young witch named Charlotte.
As they walk Charlotte says there is a cursed mansion she would like to go and play treats on, but once there Charlotte runs off and it's up to Amelia to find her.

Now what I liked about this game, Story was nice and sweet. That's all I am saying on that. Liked the cute art and the art book\/dlc for the games.

Characters were likable and funny. Liked that this game was spooky but not like scary the hell out of you, really this game is for all ages, and that's not a bad thing.

Now what I did not like, It was a bit too short; puzzles could be a bit of a pain but really that's all to me what was wrong with it.

So I say get this game it's a classic spooky rpg maker game, with cute art, a nice story, and likable and funny Characters and its free but I say get the art book\/dlc with it. It gives more insight to the Characters.
. simple and easy to play. story is pretty good and the music is amazing. cant wait to finish. tl;dr — Simultaneous-resolve turn-based sports game. If you like(d) either Blood Bowl or Frozen Synapse, check it out. If you're looking for a game that you can play with friends over long-distances that doesn't take a lot of time or emotional commitment, check it out. Mode 7 does great work, and nervous_testpilot's soundtracks are always top notch.

If you hated FTL or Binding of Isaac (or any of the games I mentioned above), you may want to pass. And if you're on the fence, check out Northernlion's preview of it. He gives a good idea as to what the game is like.

And now into the nitty gritty.

All in all, **I would recommend Frozen Cortex. It's highly addicting, really fun, and the games are short enough that you can play one on a break or with minimum time commitment. Bonus, it runs on my toaster of a laptop. The controls are snappy and responsive with no noticeable input delay, and the interface is simplistic and clean. The background designs are gorgeous, in that whole cyberpunk future kind of way, and it's fun to see my old friends from Frozen Synapse making a return as coach icons.**

That isn't to say I don't have my gripes with it, however. Overall, the game is not new player-friendly. That isn't to say it's not *fun, however. It has a learning curve that is relatively short, but steep, and hopefully players will go looking for assistance when they confront their frustrations rather than making smear posts on the forums.*

Frozen Cortex can be absolutely rage-inducing at times. If you've ever watched (or played) sports, you should already be aware of the feeling of watching a good plan come crashing down. It'll happen. More than once. Get used to it.

Once a match starts, there is no RNG. Let me repeat that: there is zero RNG. People will complain that the enemy blocks you more than you block them, but it's a matter of using the tools you have available. If you know what you're looking for, you will never be blocked the entire match. Plain and simple.

However, there are RNG elements to the game. The pitch design is randomly-generated from a seed. Feasibly speaking, half of the map may be cut off from passing routes; corners may be entirely sectioned off and unavailable. End zones may have only two available avenues of ingress\u2014and both of them may be blocked by the other team's defenders, with no way to pass them other than by risking them intercepting a pass.

The robots you have to choose from to upgrade your roster also appear to have randomly-generated stats; again, probably from a seed. In some modes, it appears that the opposing team's stats may also be randomly-generated, going from either junior varsity or the monsters from Space Jam.

My main gripe about the game is that the "standard" difficulty should not at all be considered "standard." It's really "hard" mode. You're given a team of tired, limping robots and expected to pull wins out with them\u2014with better robots available based on your performance. So if you can't pull out a lucky win, by the time you get to Week 4-5 of a Knockout season, you're in hot water, especially if (again) you get a pitch that the more maneuverable opposing team can better take advantage of.

In a similar vein, why the developers consider Knockout mode to be the "primary game mode" puzzles me. The other teams in that mode are not single-elimination (they come up with some nonsense about how money's tight, so if you lose *at all* the season's over, GG no re).

Meanwhile, one click over, there's a much more "normal" season of 14 weeks, then a two-week single-elimination playoffs. I highly recommend this mode over Knockout, especially for starting players. The teams are on a more even playing ground, you can manage your money and hire better robots in greater numbers if you know how to bet, and the game doesn't automatically send you back to square 1 if you make one mistake.

I find the match length rather short, furthering the "roguelike" moniker that if you make one single mistake (which may come down to a coin flip, even in the best of situations, if RNG just happens to stack that way), you will likely find yourself in an unrecoverable disadvantage. Furthermore, since we're human and the AI is not, one error often leads to another made in haste and frustration, while if the AI makes a mistake, it coolly carries on. This is why I said if you hated FTL or Binding of Isaac (or similar games), this one may not be for you. There *will* be times that you're put up against overwhelming opposition with no way to counter and a pitch that hampers your every move while the other team goes trolloping around. And you will lose. And if you're on Knockout mode, that's the end of your season.

But then there are the times you get it right. The times you land your blocker right in the runner's path and he kicks a robot in the gut, catches a pass, and lobs it back across the pitch to your runner on the far side, who squeaks out an easy and uncontested 11 points in a single run. There will be the times you'll punt it away only to run up and sucker punch the guy who

claims it in the jaw. Those moments are priceless.

Last but not least, I feel like the tutorial is incomplete. This may be intended. There are parts of the interface that go unmentioned that can take a lot of the mystery out of the game, for better or worse. For example, the movement node is filled with color if the intended move can be completed without risk of any other players coming to block them. Nowhere is this mentioned in any of the tutorials I have seen as of the time of writing this review. It means that new players are going to get frustrated because they don't know all of the tools available to them, and that's not even factoring in the simulation mode that Frozen Synapse players are already familiar with.

But all that complaining aside, I still recommend the game. It takes a bit of figuring out what modes you enjoy most, but once you've got some practice down, you'll be throwing long passes with the best of them. Moments of rage pillowed by hours of fun.

Bonus: You get two copies when you buy it, so do yourself a favor a bring a friend along for the ride.. If omegladon doesnt wake up he can be pushed into the sea by friends. Then if you wake up in the ocean, where you can't ge (the games doesn't let you), you just randomly teleport into the middle of the map.

Good game 10/10 would break again.. I want more games like this game.
When I played I was sometimes confused but I found correct way.. Hilarious story and characters, enthralling musics, smooth controls, and a simple yet enjoyable concept. Definetly a more casual oriented game, but could easily appeal to seasoned gamers.. Good job on Dutch paint job.

NEW IDEA: User control of Weather for ETS2 and ATS

Truckers would you like control in game of:

1. day or night cycle ?
2. number of stars viewed at night ?
3. either rain or snow ?
4. number or speed of A.I. traffic ?

P.S. In ETS2 and ATS , PLEASE INCREASE the audio volume for sound effects.

THANK YOU.. Best played with friends; while you can play by yourself, you'll likely get bored once you learn the quirks and mechanics of each level.

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