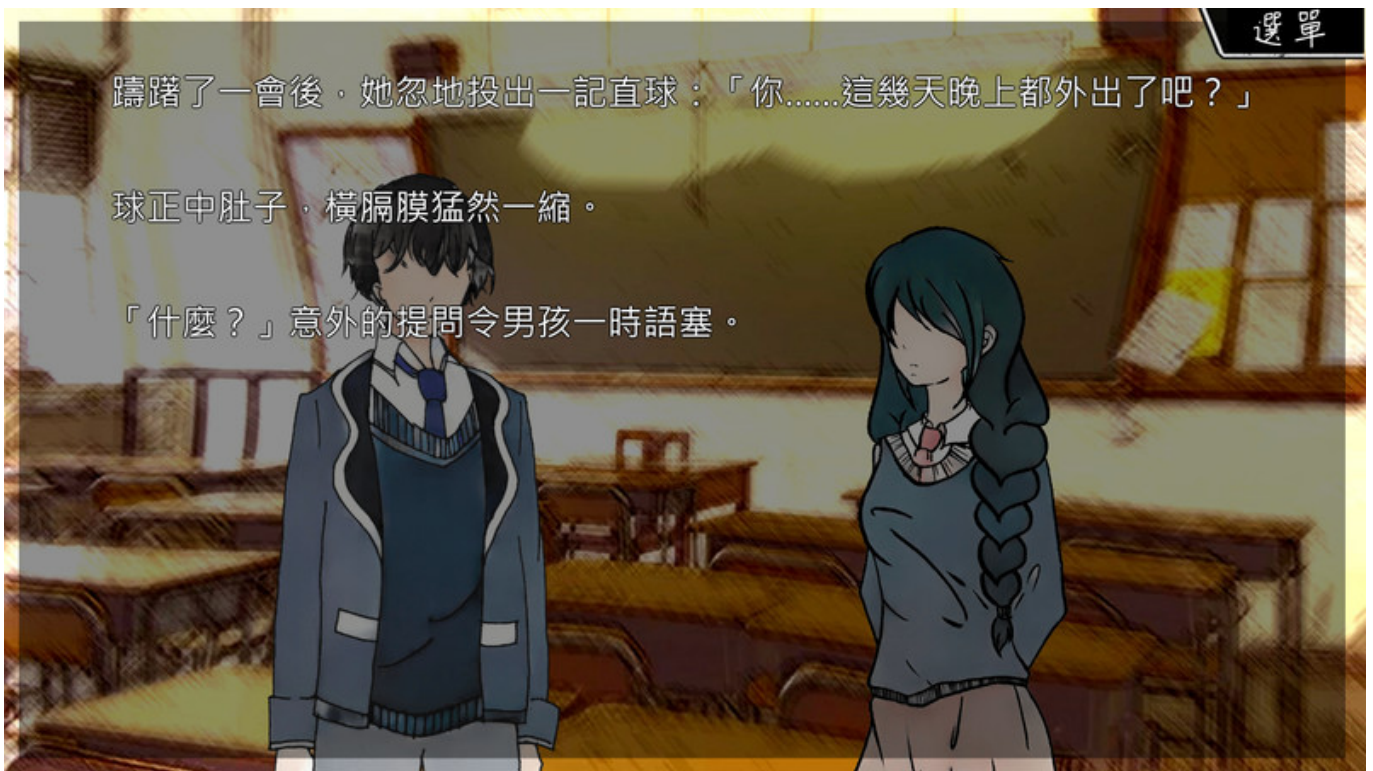


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DriftKing 2D Download] [Password]



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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)

- Endless Mode (*A New Game-mode coming soon!*)
- 5 biomes to explore.
- 3 Cars to collect. (*more cars coming soon!*)
- 50 colors to unlock to change the color of your cars.
- Additional missions to play during Endless mode.
- Day/Night Cycle (21:00 PM Local Time = 21:00 PM In-Game Time)
- Achievements

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- Unlockable music.
  - Play with Keyboard, Mouse, Controller or by using Touch!
  - Free updates. (Paid DLC will never happen!)

Future updates include:

New and updated biomes, New vehicles, New missions, New Music, New game modes, Secrets, Optimization and bug fixes!, & more!

-Feedback is always very welcome & will directly impact development.-

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

b4d347fde0

**Minimum:**

**OS:** Windows 7, 8, 9, 10

**Processor:** Pretty low.

**Memory:** 2 GB RAM

**Graphics:** HD3000+

**DirectX:** Version 10

**Storage:** 195 MB available space

**Sound Card:** One Audio Jack+

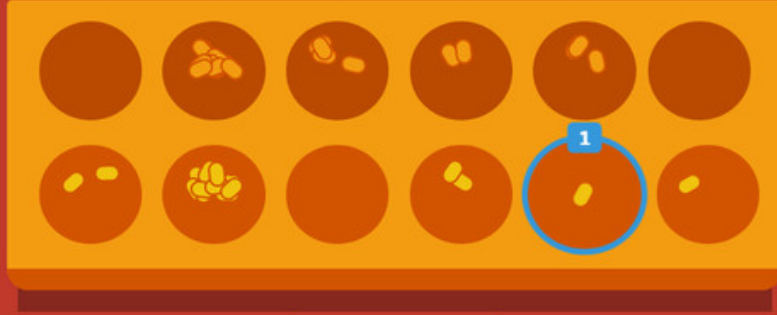
**Additional Notes:** Input Device

English,French,Italian,German,Dutch,Portuguese





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Your Turn



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Short but great game with amazing graphics! Very much worth the price!. Haven't played much, but the game has definitely intrigued me. The music is really cool, the graphics look great for a 2.5D game, and as I said, story has caught my attention.. Best game for learning or dicking around with achievement showcase.. A pretty good casual time management game. 60 levels, lots of hidden collectibles, a good crafting system and very polished graphics.

There is also plenty of challenge in the game if you are a 3-star completionist.. Kusarigama is just the best. Its like an unlimited ammo, but short ranged weapon. With a little practice you can be headshotting stuff repeatedly with fair precision or just swinging it around in large arcs decapitating everything. Its really fun and satisfying to whip around and cause mayhem.

The claws are also pretty cool but I found myself not needing them as long as I have Kusarigama-san at my side.

Who needs guns when you have Kusarigama?. Really enjoy my time with this game have unlock all the endings but 5. In my opinion is a lot better story then Heileen 1 and really don't have to play 1 unless you want more background on some of the characters. My favorite character has to be Black. He's a cat that accompanies Heileen in most of the journey. The endings are mostly good some are extremely close to another but all of them by right feels different. Going to try get the rest of the endings still enjoying the story it's a nice pick up but wouldn't reccomend the first one unless like I said you want a start but I feel didn't add really anything to the second part. really fun but an annoying game.. A worthy title of the puzzle genre, Splice offers a relaxing as well as brain stimulating experience. The difficulty curve is just right, with the later levels being hard enough to provide a challenge even for the experienced player. If you are into the genre, this game is absolutely recommended.

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I was looking for a game that reminded me of this game I played back in the 90's called Close combat. I found this game and purchased it. The gameplay is pretty close to close combat, but differs somewhat than cc. Obvious reasons are they cover different wars. Also, you don't get to pick and choose which units you want to use and deploy for upcoming battles like in cc.

But, this is a very fun game, if you have the time to plan out all your attacks and how to use your artillery.. It's not the game for me. I'm sure there's people who will love the game.

The game lacks exploration (you can never die), and is more focused on farming and town building.. This is a rail shooter, precisely what it purports to be. It would have been nice to have a light gun to play with, and the controls take some time to get used to, but the game delivers what it promises. Take the time to get to know the controls and the game becomes fun to play.

I confess that the controls had me confused from time to time, but then you play the section over till you get it done. :). Nice logic puzzler with relaxing music.

The achievements are working, but the UI is a bit messed up sometimes.

It's F2P, so give it a try if you like boolean puzzle games.. I mean I guess it could be good... For, like a flashgame or something, you know. But I wouldn't really spend money on it... <This is a placeholder until I get the time to actually write a proper review.>. Best DLC in a while for CA. Last time they released something this good was during Shogun 2 and their Ikko Ikki Pack.

If CA keeps DLC of this price with this amount of content and quality, you will happily get my money.

Do not disappoint me with the Wood Elves plz. I want substantial content and I don't want a separate mini campaign.

You have regained my trust CA. If 7 bucks gives me this, then 20 bucks must be giving me something pretty good. Do not disappoint me plz!

#### **Polygon review: 9/10:**

Some highlights from a glowing review in [Polygon](http://www.polygon.com)[www.polygon.com] posted just hours ago:

"There's no escaping *West of Loathing's* relentless humor, but that humor is so warm and clever that it never gets old. The writing aims to subvert its own tropes at all times and in all ways, and there's simply no way to see all the punchlines coming as a result."

'*West of Loathing* is a great Western game, and it isn't even in color. It's evocative of all the ambitions and moments that make a cowboy story worthwhile and engaging, while at the same time gently mocking the entire affair from start to finish."

"*West of Loathing* elicits this powerful emotional connection with stick figures. It bonds you to its world with nothing more than doodling and dialogue. There's a pretty good turn-based adventure game there, under the hood, but *West of Loathing's* many strengths are all personal: connections made between developer and player when you both laugh at the same time. Absurdism aside, there's something fundamentally human and direct baked into the game's whole design from aesthetic to script." **1.1.3 and 1.1.4 Patches - Small fixes:**

A couple small updates went live yesterday and today. For those interested, the first one addressed a minor visual bug with some particle locations. The second one addressed a rare audio crash when the game outpaced the sound card.

The next big update is coming soon. Keep an eye out for a preview at PAX this weekend!. **Dog Barley-Break is released!**: [https://store.steampowered.com/app/970390/Dog\\_BarleyBreak/](https://store.steampowered.com/app/970390/Dog_BarleyBreak/). **Language Selection Update:**

Hello everyone,

We have noticed many players have encountered **difficulties in selecting the language** at the beginning of the game.

We have updated the system to recognize your Operating Systems default language (as long as it is a language we support).. **Update 1.5.5:**

- Added 2 new researches in the category of "heavy industry", and 1 study in food industry, and 1 study in the energy category.



- 
- New improvements to the bridge blocks the trade with water and batteries, making them transit free and without drones.
  - Restriction of drones is reduced. The influence of the infrastructure should have a greater impact on the city's structure, and a new possibility of transporting water and batteries between the rocks unloads it. Balance however.
  - The research interface can now also be called from the research center.
  - Calculation of the speed of research is changed. Now he is the sum of the education level of all the rocks, instead of 1x for every 250 points of education. (now the maximum will be 3x, for 3 cities with a full level of education)
  - researches are slowed by 30%
  - geothermal stations are now hurting global ecology (-2)
  - Atomic stations are less harmful to the environment (reduced from -20 to -17)
  - Fixed a bug where modular buildings built on lower parts of cliffs could be built more floors than allowed.
  - The initial limit of the number of floors of modular buildings is reduced from 4 to 3, improvements can raise it to 6 (was 7)
  - The energy consumption of wall-mounted air purifiers is reduced from 10 to 8 kWh.
  - Drones that serve the lower level can now raise resources only to cliff they belong, and not on any cliff as before. (the building description is updated)
  - Texts are updated, traditional Chinese is added.

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