

Free Download FURIDASHI: Drift Cyber Sport .zip



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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

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- 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

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- 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







i could beat to this soundtrack. Loved this game! Even though the art style was a bit fuzzy, if you will, the concept and storyline is pretty sweet! I would definitely play again!. This is nothing like legendary city-building games like 1602 A.D. or The Great Empires Collection. If you're hoping for a new age version of games like those, run away. It does not offer levels of difficulty, random maps or modes and it has minimal resources. It offers minimal settlement, resource and character management. Map customization or settlement decor options are severely limited here. You can only play on a solo map that consists of the ability to add/remove palm trees, add/remove a dirt road, and... nope, that's it.

The short tutorial that's available in the beginning lacks an emphasis on the importance of building a wharf and having a fleet for raiding early on and the role raiding will play in the early development of their settlements.

You will start out with access to nine basic buildings with the ability later on to unlock a total of eighteen on your adventure. There are only three upgradable buildings which are key to how those aforementioned buildings get unlocked in the build menu. There are no other forms of upgrading available to resource buildings or housing therefore your settlement never shows change as it grows, nor can you increase production like other strategy-simulation builder games. You can only place more of the same buildings and choose what resource you want it to farm. Once you have a small thriving settlement, you expand land ownership on the island and repeat until you've filled your island with happy little pirates.

Raiding is an interesting addition to this strategy-simulation builder game. A level three wharf allots you the ability to build three types of ships, each with their own advantage. Types of raiding are broken down into two categories, land and sea raids. Each type of raid will allot you three choices for what you wish to raid. Each offer a different level of difficulty. The more ships and crew members in your fleet you have, the percentage for success in those raids rises. For a nice twist, crew members aren't recruited to be crew members only. You have to give your pirates a break from their jobs to go on a "booty call" which may compromise your entire production if you do it at the wrong time.

Which brings me to mention your population. Unlike most other games of this genre, you don't have an increase of population merely because you've built a home for someone to move in. Houses are used in this game to provide a place for the pirates to rest. New additions to your settlement are pirates you've picked up on successful raids which means if you fail a raid, *cue music* DRN! DRN! DRN! ...you may also lose a members of your crew. If you lose too many of your pirates in a raid, you won't have enough to run your settlement and therefore must start over.

The user interface design is kept simple and easily accessible. You will have a menu at the bottom that allows you to build, assign workers, worker overview, raiding, military overview, time adjustment and options. Not a lot of asking yourself, "What do I click to control or see the yadda yadda?"

There's your five bucks worth of fun. The game is new and does have potential to offer much more. It lacks a few things you may have found in other games like this such as milestones, goals, trading with AI settlements, random acts of misfortune, different maps and a marketplace. But there's so much the devs can do with it from what we have here and they just may in the future. (Pssst. Tsunamis and shipwrecks would be off the chain, yo! *cough cough*)

At this time, the game quickly reaches a plateau where it no longer requires involvement from the player. If five bucks for five hours sounds good, go for it!. WORST Flight SIM EVER!. Ok, this game has quite a bit of unpolish and feels alot like a Student project at first glance. But overall its not nearly as bad you might think.

- 1.)The graphics are not very good and the jump portals look like something from 1995. But that isn't game breaking at all. I play plenty of games that don't rely on flashy graphics. Don't let that turn you off.
- 2.)There is almost no tutorial at all. This is quite a turn off at first because you have no idea where to start or how to maneuver the galaxy. I definitely think that even a single page over view would improve a lot of people's views of this game. But an hour into it so far, I'm getting the hang of things.
- 3.)There is no story to this game. But I don't necessarily need story to enjoy a game. This is an open-ended game where you do what you want. Coming from someone who never plays the story lines of fallout or elderscrolls games, that doesn't bother me.
- 4.)The enemies are usually in certain sectors which is nice because you aren't always hounded and can avoid combat if you're not ready. But if you stumble across a sector with enemies, prepare to fight 16-1 odds. i frequently see 20+ enemy swarming me, and at this point in the game, I just run. They are smaller and weaker than you, but are much faster than you.
- 5.)This definitely has old-school feel and the soundtrack is quite nice. Nothing mind-blowing but subtle and not annoying.

Overall, I'd say if you like open-ended games that have a nice old-school arcade feel and can look past the lack of frills, give this game a try. I bought it at full price and I can see myself playing more of it. If you buy this, let these few nuggets of advice be your tutorial:

1.) Don't even attempt combat until you have a better-than-starter ship and weapons. you'll get creamed. Missions that say "Clear a certain area" are combat missions.

2.) Sometimes when you are trying to go to a destination, the blue marker on your hud can be covered over with other markers (like asteroids). Just pivot your ship in place until you see the name of a place and a distance, if you have a mission you are doing and you are looking for a jump to get to the next area, the little words that pop up with have your destination underneath in brackets so you know it's the right one.

3.) Missions are TIMED and even though they give you plenty of time to complete them, prepare for a couple missions to expire before you get the hang of travel.

4.) From what I can tell, you can't sell your ore you mine. The ship parts can only be trashed after you buy a better one and the ore is used to actually build your new ships. You do this under the Manufacture tab at space docks.

5.) If you plan to build your own ship, Mine, mine, mine. And have a home base to dump your ore off to. Then when you have enough ore to build, you know where all of your stuff is. I kind of wish there was a "set to home" feature.

6.) For beginners, transport missions are especially good because they force you to learn how to travel. After a few of these, you'll have no trouble.

7.) Mining missions are cool because you get money for simply clearing out an area of asteroids and then get to keep the ore! They don't even want it. So it's basically the space version of an old person paying to rake their leaves.

8.) Watch out for Asteroids! When you're going full speed, they creep up on you in a hurry and you'll smash into them.. The most relaxing game I've ever played.. Add please the graphics settings.. Reminded me of some alternate reality where Doom and Tron were the same thing. That thing is surprisingly fun!

quot;I'm telling you, I'm under age.". Great little indie game - a perfect time killer. Great game, cannot recommend it enough, worth every cent.. Seems to be a paraphrase of Yume Nikki but with zero atmosphere or purpose.

The gameplay is just the player warping into tiny little maps about the size of the game window; and you walk a second to the left or right to jump to a new map. The maps are filled with specific environmental assets which either give items or require items to trigger something else. So it's just one big item fetch quest. Once the initial wonder wears off, it's just a chore of taking whatever item to whatever thing to trigger whatever code to get a new item to do it all over again with but now on a different random thing.

There's no story or anything, and the environments are just kind of inane pseudo-surreal whatever the developer could come up with. The music and designs of the environments are alright, but since each environment is literally only the size of your screen and you constantly are jumping between them; there's zero room for atmosphere or immersion. Because you are constantly leaping to completely different scenes with no thematic correlation.

It's slow too, the triggers on starting to walk and interacting with anything has a small delay on it. If you need to find a specific asset you just have to dial until a map with it comes up on the preview. Wandering around, using every item you have on every single thing since you have no idea what kind of combination it could make. Some of them are logical while others are not.

There's nothing interesting to read, there's no meaning to any of the worlds or items. And there's no gameplay of any kind it's just collecting then using items. There is just no sense of purpose to the world or passion in its design, this game just seems to exclusively exist as a shallow paraphrase of Yume Nikki. It feels like a paraphrase of Yume Nikki but meant for children.

I cannot say that I gained a single thing from playing this; it doesn't have any gameplay so it's not really fun, it doesn't have a story or artistic vision to the world so it wasn't meaningful, and there's no cohesion to the different worlds so it wasn't even immersive.

I wandered around for awhile, and it didn't take long before I had seen almost every map type. Then it just became me wandering back and forth between areas I have found, using items on things trying to get some kind of reaction. Until I just got bored and stopped. I got nothing out of playing this, the hour I spent on it might as well have not existed at all.. I wanna say go and get it, but i just can't recommend this one. It's fun for a bit but once you start playing it for a while it just becomes so boring. career mode is better than nascar heat 2 but once you have a team and maxed out you will kill the other drivers on track. Online is still a hot mess. It actually got worse than heat 2. The netcode is god awful in this title. Heat 2 had a bit but it was rare. This game its like every other hit.

This game isn't horrible but god it is so boring and honestly if you can go out and buy nascar 15 or the older titles.. great pak very well done 1 of my top 5 favorites
not a n easy one for beginners but I would get it anyway and work at it

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