
Burning Cars Key Serial Number



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About This Game

He got close a few times, but never won the Trashpit Championship. As skilled behind the wheel as your father was, there was something missing. Maybe it was instinct, maybe ferocity, or the hummingbird beat reaction times that success on the track demands. Regardless, his racing days are over; that's why he gave you the keys to his old truck and a little money to get started.

The future is now yours and you have a family legacy to uphold.

Stunning effects, amazing fire and hard racing with bullets - is that what you were craving for so long? Prepare to listen to the burn-in noise of madly spinning tires at the start. Just get in a car and try to survive on the track. Be quick, be smart, be fearless and the Trashpit Cup will be yours! Just don't forget to take a good minigun and couple of mines, the competition is anything but friendly.

Features:

- 16 Race tracks.
- 2 Car types, 5 modifications.
- 5 Weapon types, 12 modifications.
- 20 upgradeable systems: Engines, Nitrous, Armors, Ammo Boxes etc.
- 3 AI opponents with unique style of action.
- Additional bonuses on a track.
- Race statistics awards.

Title: Burning Cars
Genre: Racing
Developer:
Polynetix Studio
Publisher:
Polynetix Studio
Release Date: 31 Jan, 2014

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Minimum:

OS: Windows XP SP3, 7, 8

Processor: 1,5 Ghz

Memory: 1 GB RAM

Graphics: Nvidia GeForce 7 family or higher

Storage: 100 MB available space

Sound Card: Any

Additional Notes: PhysX driver required.

English,Russian

Laps Left: 2



Rutendo

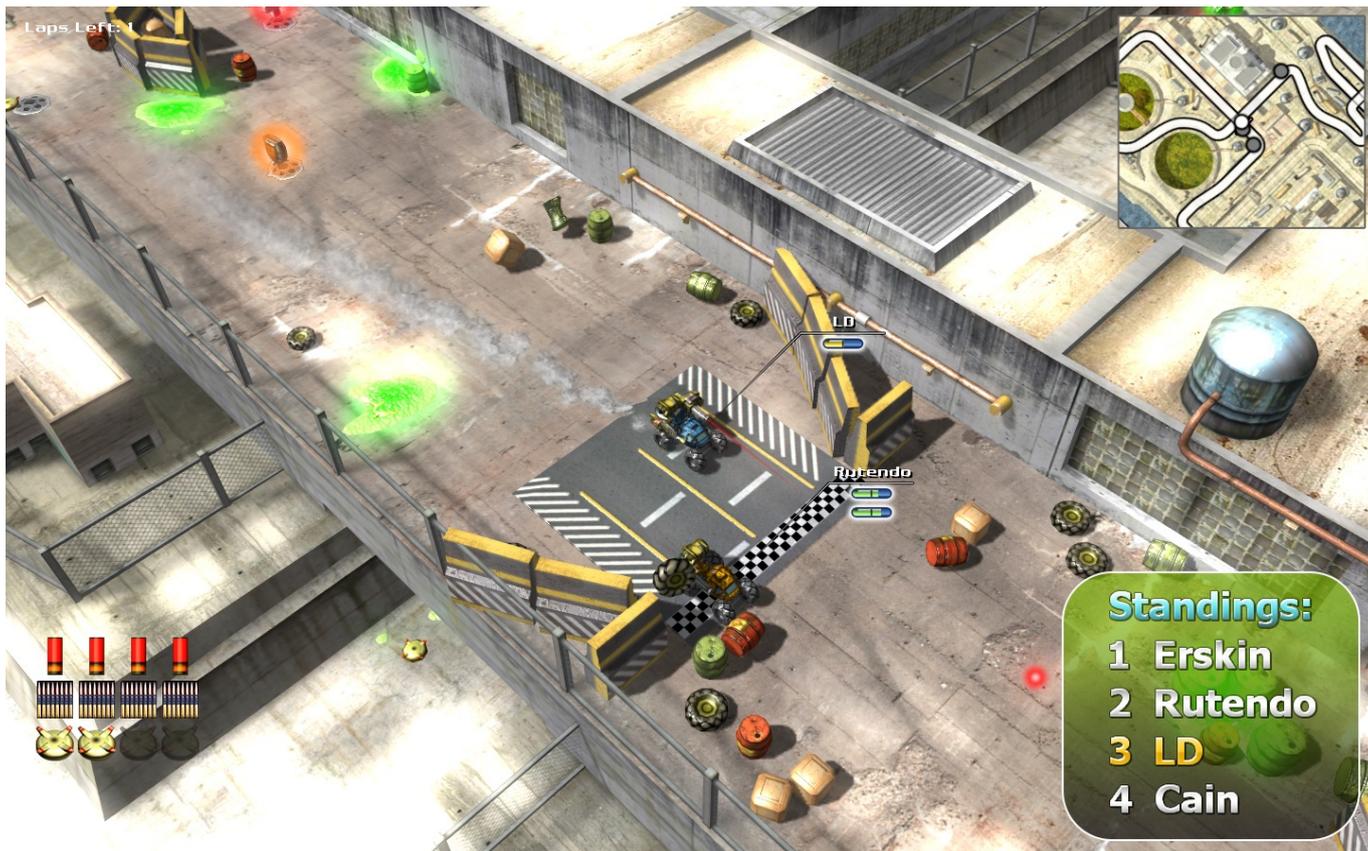
Erskin

LD



Standings:

- 1 Rutendo
- 2 Erskin
- 3 LD
- 4 Cain



Trashpit Championship

Races run: 5 of 16

Scores:

1	LD	14
2	Cain	10
3	Erskin	6
4	Rutendo	5



Cash: 1 350 \$



Begin race

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Man the handling is the worst. While the game supports 4K resolution, the developer never tested it, the common "undersampling" of the screen area means you can only move the mouse in the top left hand corner. This makes the game menus impossible to negotiate - basically the game is unplayable.. I really wanted to like Burning Cars, and would love to be able to recommend it, but it's just not really very good.

I love top-down racers, and played rival indie racer, Blaze Rush, to completion as well, but where Blaze Rush is adrenaline-fuelled, manic fun, Burning Cars is just a bit silly, and rather frustrating.

The graphics are good, and the sounds are acceptable. The courses are not too bad either, and the variety of powerups and obstacles is reasonable, if fairly standard fare for this sort of game. But the physics are a bad joke, seeing your vehicle (of which there are really only two: a truck or a buggy) bouncing around ridiculously, hanging in the air, rebounding with seemingly more force than it hit, and being unable to turn (especially in hard mode) at any sort of speed.

Even the upgrades and weapons are disappointing, with the different models of truck only differing from each other in minor ways, and only a very limited number of different weapons available.

It's sad, because from reading the brief credits and messages, it sounds as though the indie developers of Burning Cars really put in a lot of effort over five years to bring this game to completion. It was a really nice idea, and I wish I could recommend it, but the fun and replayability is just not there.

. About a month ago I said BlazeRush was "RC Pro Am in Mad Max land". This is pretty much the same thing if it was made by Siberian hillbillies that have no idea what they're doing in producing a competent piece of software. Oh wait, that's exactly what this is, my bad.. I didn't enjoy it, at all. my biggest caveats were the fixed camera and unresponsive controls.. The game is very short - took me 1 hour to complete for the first time, on hardest difficulty by the way. Handling is frustrating, especially on faster car which you need to buy anyway, it dosen't turn while pressing gas pedal. On that car gameplay consists of bouncing off invisible walls all the time. Often you fly off the track and have to retire the race. And, most importantly, Burning Cars just isn't fun.. This game feels like a unpolished mobile game. The first vehicles are kinda slow, and it's difficult at first to make money, or buy any cool gear. Then you get the buggy.. That's when the game goes bad;

You can fly so high, your car will bump into the sky and fall down. Or hit a pylon at the wrong angle, and your flying off.. in the opposite direction you where going. It becomes basically a surfer game.. with a car.

This wouldn't be so bad, but the physics haven't been fixed. So it's easy to accidently fly off the course track. Unlike the AI, you do not get a respawn. Instead. You hit escape to see the menu, and quit the game at last place. My other gripes are the following;

-No Multiplayer

-Not enough tracks (You do 3 different tracks that I know of.. that are inverted, or slightly changed to make the 16 race challenge)

-Not enough vehicles/weapons

-Expensive for a 2 hour game.

-Some aspects of game not balanced (Lv 3 Nitro = Insta Win, Lv 5 Shotgun = Insta Kill, Mines are tough at lower level, but once your in the dune buggy.. completely underpowered.. useless!)

Suggestion to customers;

A game called "RC Cars" is alot more developed, and was kind of what I was expecting when I purchased this game.. Might be better to try that out before playing this game.

Suggestion to devs;

Take a look at the Road Rash series with how they did upgrades, included plot lines, actual characters with weapons midgame.

(Reboot Title: "Road Redemption")

Another one is called Skithin, which was similarly pretty awesome game to play. (Had a storyline as well.)

The last one that was pretty cool, was called Renegade Ops. They used voice overs, and comic stills to create the storyline between each mission.. Sorry, but you wasted five years of your lives ;-)

An okay game.

The game is actually fun on easy. However (and this is a BIG however) On hard (as there are only two difficulty levels) The game become pretty much unplayable. The games so-called realistic car physics make the game unplayable. Steering is lousy and unresponsive at the best of times and this becomes more of a problem given that your vehicle gets hung up on every sudden change in the course. If you get turned around (and you will be a lot) You'll most likely of lost whatever lead you had by the time you start to face the right direction.

I actually had to drive backwards for 3/4 of a lap just to come in 3rd. If you get knocked off the track (during a pile up on a corner most of the time) you won't be able to get back on it. and killing yourself with your own mines won't help either. you can drive until you fall off the map entirely (which won't kill you by the way) the only way to get back to the game is to quit. There is no retry on hard so you'll automatically get 4th for that race. If you are looking for a casual racing game I'm sure you can find a better game elsewhere. or at least one that doesn't feel like a like self abuse.

But like I said before. On Easy. The game is sorta fun.. love the game

i can only play with keyboard which i don't like to much, please add joystick also,

thanks. Yea, I only played on easy and I won the cup because the AI is horribly dumb, gets stuck on walls - and it can't use the speed pick-ups. Sometimes the AI would get stuck for the remainder of the race, easy win for me.

The cars are also unbalanced as hell, the buggy is as twice as fast as the truck and if you have armor it doesn't matter that it seems to be more fragile. Do not even try to win games against the buggy with the truck, but it can happen if the AI gets stuck again.

In the last race I was thrown outside the track and drove off and fell into the endless dark void. Yeah, that happened.

God things are the cards - but it takes longer for them to drop than to finish the game (at least on 'Easy').

P.S.: If you want to play a top-down racing game, try out Mini Motor Racing EVO.. I had some degree of fun with it, almost to the tipping point of frustration, still, this is only for the hardcore topdown racer, physics are almost completely broken, this game needs some serious polish.

The control sucks, gamepad support is nonexistent, i had to use xpadding to map keyboard control to the gamepad, had to start the game with the gamepad off to avoid problems, on top of that, in hard, the car feels like it has no steering at all, it literally feels like you're playing a beta or even an alpha stage of this game...

i would have given it a recommendation if this game was on early access... i hate to give it a negative recommendation, this game could have been great, it has great potential, but as a finished product, it sucks.. The game is very short - took me 1 hour to complete for the first time, on hardest difficulty by the way. Handling is frustrating, especially on faster car which you need to buy anyway, it doesn't turn while pressing gas pedal. On that car gameplay consists of bouncing off invisible walls all the time. Often you fly off the track and have to retire the race. And, most importantly, Burning Cars just isn't fun.. This looks like a russian kid's school project, and plays worse. Very poor controls for a driving game, awful SFX in the menus, and no progression available it seems. Just a crappy truck that you can upgrade, but no other vehicles available afaik. Very poor.. An okay game.

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