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About This Game

You drift around a corner at 500 mph, activate turbo boost, and blast through the sound barrier. You lock eyes on your opponent, and the lasers mounted on your hood follow your vision. A few crisp bursts and you're dodging a tumbling mass of fire. No time to marvel--that next corner is coming fast as you race on a track with more twists and loops than a roller coaster. Welcome to hyperspeed combat racing. Welcome to Bank Limit.

Many ways to play
Supports Oculus, Vive and traditional 2D displays. Uses both Oculus and Vive native libraries to support platform-specific features such as Asynchronous Time Warp. Plug and play with Xbox 360, Xbox One, Vive, Keyboard & Mouse and Steam Controllers.

Cross-platform multiplayer
Play with your friends and frenemies. Everyone plays together whether you have a VR headset or not.

Take flight at will
Disengage from the track, soar over your opponents, and then lock back down to secure victory.

Fastest game ever
With top speeds ranging from 800 to 10,000 mph, discover what true hyperspeed racing feels like.

With 20 Tracks for combat racing, 3 Battle Arenas for deathmatch play, and 9 weapons for destruction, the possibilities for mayhem are endless. Bank Limit: Advanced Battle Racing will be supported post-launch with new content that players will be

able to vote on.

Title: Bank Limit : Advanced Battle Racing
Genre: Racing
Developer:
Tastee Beverage Studios, LLC
Publisher:
Tastee Beverage Studios, LLC
Release Date: 16 Aug, 2016

 a09c17d780

Minimum:

OS: Window 7

Processor: i5 4590 or AMD 8350 FX 8350

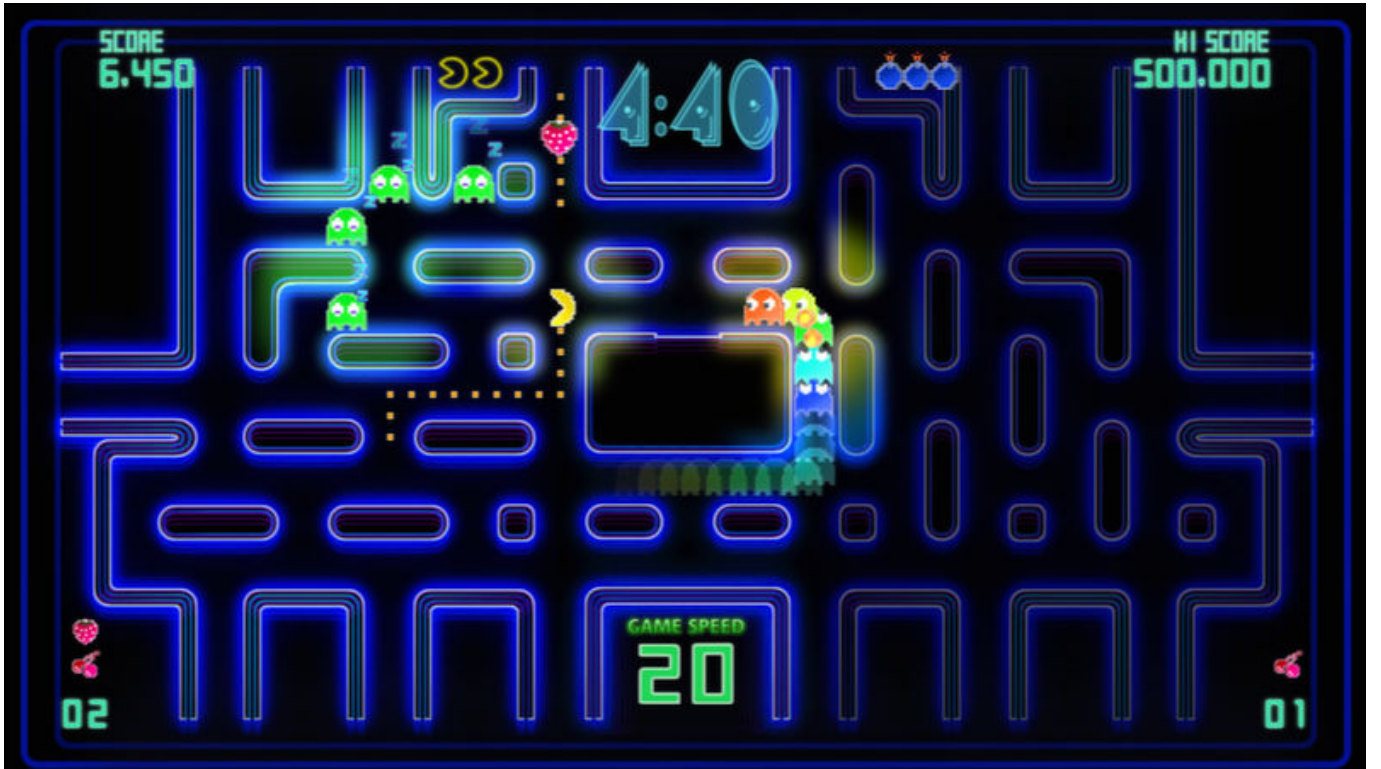**Memory:** 8 GB RAM

Graphics: GeForce GTX 970 or AMD R9 290

DirectX: Version 11

Storage: 4 GB available space

Additional Notes: Minimum specs for VR support

English

haven't we
arrested him yet?'

Mr.Blue // 10:38

'sharp: someone
insisted I
investigate James
instead'

Mr.Blue // 10:38

Skybox My Documents

Skybox /mrblue

wacko
chat

George

Rest Year.png

Thinking

'n't directly

elp me get the
nce linking to
file showing
ocation, and
their full
f a screen
uld be grand.

- Sharp

was getting all
lled on the
as been

know for sure
or is their MAC
address is: 00-17-ab-be-28-1c

This is a really solid, cute little platformer with a hook mechanic and low-res art style. Controls are keyboard to move and mouse to attack and aim the hook. The character movement is quick and not the easiest for precision platforming, but the game (mostly) doesn't demand anything beyond the tools it gives you. The story and dialogue is adorable.

It's a one-sitting game, so the $9 price tag might seem like a high ask, but if you're looking for a fun speedrun project, I recommend giving it a look. You could stretch the 1-2 hour playtime to dozens of hours trying to get to the top of the leaderboard (or especially do full game runs). I really enjoyed it.. This game is awesome! just like the old MC games. The water and terraforming effects blow my mind. Hoping the spell sound effects get upgraded (mostly lightning), but still work how they are... Cant wait to see this grow into a full game.. Sarajevo act was nice. Some story telling cuts are much better than Call of Duty series.. BEST total war out so far for historical. good time aswell 3kingdoms kicks\u2665\u2665\u2665\u2665\u2665wish they would include goryeo in a dlc tho or vietnam aswell

fast turns
streamelined and optimized well
good gfx
fun to watch duels and the kung fu ingame and fighting looks awesome. Very nice horror game. Good for you devs!

The game is not ready yet, so still a lot of "rough edges" to be taken care of.
Follow my take regarding the core of the game (no bug related)

Pros:
- Playing with physics is a ton of fun
- Great maps
- Many awesome mods around in the community to add to the fun (i.e Traffic Tool)
- Great engine sounds (as of v0.16)
- Community and Development are engaged. Feedback and updates are frequent.

Cons:
- Due to the tech involved, it's (understandable) quite heavy to run. Experience varies from map to map.
- A lot of loading every time, even when making minor changes (time adds up)
- Cars interaction with the scenario (sand, water, mud, fire, signs, rails, vegetation...) is still quite basic or absent, it could be much better even if not physically accurate. Many car parts are "sticky" and get stuck easily on other cars\/objects.
- [AI] is quite dumb, so not much fun with that. Adding to the lack of multiplayer you will eventually get bored.

. I bought this game without really knowing it, during Chinese Year special offers. And I'm surprised it isn't known as it should. This is a very good plateformer. Nice mechanics, nice graphics and especially easy and fun to play. Icing on the cake, it's full of easter eggs (music, achievement names...)

Pick your notation: 17\/20; A+; 85%.. Hang about??! So I bought the game, now FTP... and I need to buy it again?! This studio can suck my big hairy toe... only good thing on this game was the refund...shame, I liked healing at WoW. Edited: If you don't have Bitmap2Material I definitely recommend it. This program is almost magic when it comes to quickly creating\/perfecting materials. Whoever does their image recognition software is a saint(too much?).

If you already own the original B2M:
Pros: Very similiar to the original Bitmap2Material but can output Roughness, Metallic, and glossiness.

Cons: Doesn't seem to improve image recognition (but it's still the best around).. *Dreamcage Escape is a beautiful short adventure puzzle game.*
The puzzles are decent, the scope fits the price tag, and the artwork really sells it.

Dreamcage Escape is the sequel to the free [Escape from 26. You operate various mechanisms and solve puzzles to reach 15 locations on the two towers, uncovering clues to the towers' backstory as you progress. There are also 3 coins hidden on each level. The puzzles seem mostly orginal, and I enjoyed them.](#)

[The game took me about 2 hours to complete. If you're the impatient type who likes to look at walkthroughs, then you could get done a lot faster. There is one annoyance with the game in that it didn't give me any feedback which areas on the screen are clickable: the cursor doesn't change, so I need to click on anything that's likely to do something (or where a coin could be hidden) until I figure out what I'm able to interact with. This can sometimes be frustrating when I'm stuck as I could either be overlooking a clue or be using a puzzle wrong (what I took for a switch was really a slider). However, the superb artwork more than makes up for this.](#)

[The game was made for 720p and can run windowed; for 1080p fullscreen it adds borders. It runs well on older computers and is also available for mobile platforms.](#)

[This isn't the type of puzzle game that gives you 200 levels of increasing difficulty, nor does it have the scope and depth of a game like](#) *[Myst. It is small, beautiful, and not too expensive. Recommended.](#)*

*[Note that the developer tried to add achievements, but they are not working at this point. (](#)*Read more.)

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