Ribbon Racer Free Download [PC]

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About This Game

Ribbon Racer is a racing game (wow!), where cars can be upgraded during the race. Magic boxes containing bonuses will be appearing in random places on track all the time! Those can be collected to improve your car capabilities, such as increased maximum speed and acceleration or additional energy points, which can be spend to use cars special powers. Thanks to the infinite renewal of the bonus boxes and unlimited number of laps (set by the player) we can come to a situation where our car will rip space at breakneck speed exceeding 500 kmph.

Each car type has unique active power, passive ability and even ammunition type, which can be used to attack rivals. It is these elements, deviating from realism, and original, imaginative tracks that are the main strengths of this game.

Because I'm not a specialist on computer networking, Ribbon Racer doesn't have multiplayer online mode. In return, it offers local multiplayer on split screen (or additional screens) for up to 4 players. In total, RR can handle up to 5 screens (in the case of a smaller number of players an extra screen acts as a map).

To control your car you need only 6 keys.

At the moment, the game offers:

- 6 types of cars (5 can be chosen by the players, 1 is reserved for the AI)

- 5 special powers: turbo mode, flight mode, formation of stones, pool of ice, time slowing

- 19 diverse tracks (including, for example, "Tower Defence" track, where there are a lot of moving obstacles and traps, or a "Hobbit" track, where we go there and back again on the same road, so we have to watch out for cars coming from the opposite direction)

- 19 soundtracks (unique music for each track)

- 5 types of bonuses (not counting bonus traps)

- Team Racing mode to make team with other players and race together against AI opponents

- An option to create a Tournament - determined by the player set of tracks, connected by the overall score and the inability to change settings (selection of cars and the number of opponents) between routes.

- List of lap records, which consider chosen route and the type of car.

Because it's not 1.0 version, but slightly upgraded version 1.2, I present you list of differences between the versions:

- 1 new type of car (there were 5, now are 6)

- 6 new tracks (there were 13, now are 19)

- graphics improvement (eg track loading screens, moving lava etc.)

- improved correction of the car's rotation in the air (thanks to that, problems with car jamming and other equally frustrating situations are much less common)

- added the ability to control the car in the air (it was reserved only for the yellow car before, now everyone can slightly adjust their flight, but still not as much as yellow, of course)

- opponents can finally use bullets (the frequency of shooting is dependent on difficulty level)

- orange boxes, in addition to energy replenishment, also increase quantity of ammunition

- cyan boxes additionally improve the controllability of the car at high speeds

- achievements (including a separate challenge for each track)

- new race options that can completely change the style of the game:

+ Random AI cars - enabling this option will allow computer controlled enemies to choose a random type of car, not limited to white ones
+ One-time bonuses - disabling this option means that the bonus boxes will not disappear after they have been collected, so that they can also benefit other players,
not just the one who reaches them first
+ Traps only - replaces all bonus boxes with random traps
+ Team racing - make team with your friends to race against AI opponents

Title: Ribbon Racer
Genre: Racing
Developer:
Tehawar
Publisher:
Tehawar
Franchise:
Ribbon Racer
Release Date: 10 Oct, 2018

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Minimum:

OS: 7, 8, 8.1, 10

Processor: Intel Celeron N3060

Memory: 3 GB RAM

Graphics: Intel(R) HD Graphics

DirectX: Version 9.0c

Storage: 550 MB available space

English,Polish

steppe ribbon racer. ribbon racer snake

Fun stylish little meat boy clone. Beat it under an hour.. Here is what I think:

PROS:
+ Casual gameplay
+ Nice Environment
+ Music is nice
+ Intro animations are awesome!

THINGS TO IMPROVE:
- UI: There is inconsistency in the graphic style of the UI in terms of menus, icons, etc. The HP Bars and other elements are too big and annoying most of the time, especially the "Double\/Tripple Kill" text which is hiding half of the screen and is bumping right on top of your Gardener.
- Sounds for collecting coins are a must. Also the menu music is much better than the soundtrack used for the actuall gameplay.
- The trailer for steam should definitely start with the intro animations from the game, it's setting the right mood.

Good job - keep it up!. Original developer last seen on Steam 688 days ago. Last post from any dev was about 1 year ago. Game never even to to the point of being considered a game before the devs abandoned it.

Remember kids, Early Access is a risk.. I am having issues understanding the price tag on this.
For a visual novel, it is subpar in every aspect.

-Dialogue is terrible
-The story is barely bearable
-The art is straight out of a Deviant Art OC artist...

Keep your money or donate it to charity if you want to spend it that bad.

For a full review of this game, you can check me out here:
https://youtu.be/97CtIaajF70. has coupling issues and trucks are lifted into the body or frame of the locomotive. this proves third party content is better then DTG.. Pretty fun puzzle platformer. The game will fluctuate between platforming skill and puzzle solving which is nice and keeps things flowing between levels.
The story is interesting but not all that complicted. It was somewhat light hearted at times and others digging into some more deeper themes- the plot twist was pretty good.
The gallery art is just a little cherry on top that was not at all necessary but a nice feature (͡° ͜ʖ ͡°)
Overall the game is worth the 1$ pricetag, nothing to lose and depending on how well of a puzzle platformer you are- this game will extend past an hour or so.. great game but they really need to create a save option because the game can take hours to play. Still a very fun game.. Nice game for the kids. but the need to loose the dizziness emulation after eating a special bug it cause nausea.
after five minutes playing i had enough and my stomach turnt opside down.
graphics are great and i like the hopping arround.
so for now thumbs down only because the dizziness emulation (i don't like to cleanup after the kids played this game)

SO THAT WAS THE OLD REVIEW NOW THE NEW.

And Yes the developers respond quickly and made a adjustment now you can choose from the launch menu stable back ground, I hope this will later on be a setting in the game but for now perfect. I can give only one thumbs up but both thumbs in the air. no more nausea (I love clean floors :-))

Great game to play with the kids and with friends, a special with friends that are not gamers it's instructions are simple "look and eat" and for this price it's a need to have.
we gone a have a lot of fun next weekend with or friends.. All i have to say is that the graphics does not make the game! Keep up the good work, Awesome game.. Great gameplay, challenging but rewarding. Love the retro platform style, and the sound to accompany it is fantastic. The adventure itself is open-ended, leading to all sorts of paths through the world as you progress

towards the ship's core. I would definitely recommend picking this game up and seeing for yourself. Tons of fun!

Yeah, well, it's....let's say it's encouraging, developper has potential.

The game itself is short doesn't have replayability but it's a rather good experience for the price.

I appreciate the effort put into it, in the story, setting, mood, sound design and old-school look.

All the best for the future =). Very fun! Really like managing the dwarves. They are kinda cute.

Management games are always hard to get at first for me.

But this one is well organized with good tutorial.

I can learn how to manage the game step by step!

But the sound really surprised me at first and annoyed me until now.

I like playing it with the sound off.

Also, there's a little bug.

Sometimes the dwarves don't work as I told them. And I cannot play anymore.. Good combination of rhythm and puzzle. stupid but fun

ez perfect game. It's like a turd had a turd and put wheels on it. The graphics are pathetic! Milestone just needs to shutdown if this is the best they can do. Very Dissapointed! Save your money.. Perfect way to scratch that "I need to play an economic simulator game" kind of itch. If you don't know that feeling, this game might not be your thing.. Great game! One of the best arcade-style zombie games around, pretty simple to understand and fun to play. The mechanics of the game are great, the developers are active and constantly pushing new updates through our feedback. The best part is that you get the feel of being there since there is no teleport option and as you move in your play area, you move in your fixed spot to grab stuff around. Everything is proportionally right, it feels so real that I even dropped the controllers over the invisible table in front of me!

Totally recommended.. Recycling some Bioshock 2 content while adding new guns, a new enemy that will challenge your bullet-delivery skill and a story that almost made me cry (right in the feels), I recommend this without hesitation if you liked Bioshock 2. Hell, I even recommend it if you want a small dose of it: purchas the game and this DLC and get right to the DLC campaign.. It's pretty short, but has good replayability. I've done one run already and I must say, the story is amazing. I really wanted to save my pup, but I couldve easily spent an hour longer going through all the places on the map, and many more to get the trophies. I've always wanted to be a wolf and tear people apart, too. The graphics are great, dark and gloomy atmosphere. The only thing I can ask for are difficulty levels. I would play this on the hardest setting, if I had the choice. Cool game!. great game where you dont have to think just chill out