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About This Game

Strap on your dandy Tesla Shield and hop in your "Billy Bub" jalopy!

GRITS Racing is an **8-player party game** featuring chaotic party mechanics and cars that steer and crash similar to real cars.

This is the **most realistic top-down 2D racer ever...** and then we smashed it up into a bizarre party game to appeal to more than just racing fans. We provide a physics playground with sim-like cars, minimal rules (at the start), and you decide what to do with it. Good luck keeping your wheels on!

Whaaaaat???

Old school gets a new-school makeover with more damageable physics objects than you can shake a two-dimensional polygon at. And, oh, the skids marks! Did we mention the oddly-satisfying skid marks that dirty up the track like never before? And the dirt doesn't end there. With debris everywhere from lost wheels, broken cars, various track objects, and up to 8 players on one screen generally making a mess of it all, just getting to the finish line can be a friend-testing brawl of gasoline-fueled tenacity.

Welcome to the petrolpunk world of Globetrotter Racing where it's 1975, The Great War was the only great war, microelectronics do not exist... probably because no one cared about going small after Nikola Tesla and his research institute learned to harness the power of lightning—to put it simply—and invented the Tesla Shield™ for use in automotive safety and generalized pedestrian protection (GPP).

GRITS Racing is a game for the whole family and if somebody isn't laughing, giggling, snickering, or snorting most of the game... we aren't doing our job correctly. We get it, not all players will choose to race—so we've given them other ways to be

part of the environment (for better or for worse).



Features

Realistic 2D car physics:

- These 2D cars actually steer via the wheels! (Unlike nearly all games in this category, which just pivot their cars on center.) You may not *see* a difference, but take a car for a spin and you will *feel* it. Quite possibly more realistic than a multiplayer couch game needs to be.
- Car body and wheels modeled as individual physics objects (with proprietary physics code)
- 4-wheel drive
- 4-wheel steering (rear steering tapers off at speed)
- 4-speed transmission (plus reverse) modeled on a torque curve
- 430 ft-lbs (582 N-m) of engine torque (subject to change)
- Hand brake on the rear wheels
- Breakable wheel fasteners! (What is it like to drive on 3 wheels and 1 stub? How about 1 wheel and 3 stubs?)

Smashing 2D barrier physics:

- Several barrier types with different friction coefficients and bounciness
- Not all barriers are nailed down!
- Barriers take damage and show it

Gripping 2D surface physics:

- Several surface types with different traction coefficients and drag coefficients
- Dry, wet, and oily variants
- Oil slicks appear organically when and where cars are broken apart during the race
- Oil doesn't artificially wipe you out but only makes whichever tires touch it slick (the wipe outs are up to you)
- Oil slickness on tires tapers off over distance
- Skid and tire marks vary in width by direction and vary in color by surface

Mayhem Model 1-A:

- Pancake batter!!!*
- Pit stops to apply more pancake batter and replace missing wheels
- Cars can be broken apart when abandoned
- 4 cars per race (run to your trucks to launch your next car)
- Tesla Shields™ (can't have drivers being hit and injured as they run for their next car, can we?)
- Tesla Shields™ (worth mentioning again because the counter force can be very bad for the car that hits one)
- Le Mans starts (well, more of a cute feature than chaos-making)
- Not all barriers are nailed down! (wait, we said that already)
- 8 players on one screen
- Bubba Prizes!
- Save and share game photos showing off the mess ya'll made of the track

Mayhem Model 1-B:

- 5 A.I. personalities for 4 A.I. cars (one personality changes depending on number of players)
- Most A.I. features are now done but A.I. tuning will continue

Mayhem Model 2:

- Wacky Wodifiers that ask “lucky losers” to periodically change the rules of the playground, like: • **Tractor wheels**
 - **Far-out fat tires** • **Dualies** • **Area 51 Tesla Shields** • **Reverse-polarity Tesla Shields** • **Disposable cars**
 - **Dragster chutes** • **and many more to come**
- Leader Lamifiers that force “on-fire” players to add a rule to make things more difficult for the race leader, like: • **Leader trikes** • **Finish-line showboating required** • **and more to come**

Tabletop mode 🎲🎲:

- Because games are more fun around a table (or on the floor)

Prison Dodgecar minigame:

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- Tesla Shields™ installed on the car instead of the driver
 - Like bumper cars meets billiards

Hockey minigame (*Sansstikdisco* in some countries):

- Tesla Magnets™ for run-n-gun puck control



desperation, he was looking about his pit area for a new idea to fix it when he spied his leftover pancake batter from breakfast. He thought “It couldn't possibly be any worse, could it?” Well, actually, yes, it was worse. Much worse. But the crowd loved the results and the rest is lost in history. No one remembers for sure who this racer was but legend has it he was called Juan Tabo.

Official records proving the existence of Jaun Tabo have yet to be found but this hasn't stopped governments from naming libraries and schools in his honor.

The sport, then known as Wiggle Wheel Wacing, languished in the backwoods of the Southern United States for years before Gilded-Age billionaire, Billy Bub Worcestershire, bought the rights to it and turned it into the mid-budget international sport known as Globetrotter Racing. Mr. Worcestershire had previously made his fortune with the invention and popularization of deep-fried grits biscuits and, as he stated it, “I understand food batter and believe in the future of all its lucrative properties.”

Deep-fried grits also became the sport's official snack food. When the Tesla Institute later developed the personal plasma energy shield (PPES), or Tesla Shield™, Mr. Worcestershire incorporated these shields into Globetrotter Racing and this variant, coincidentally, became known as GRITS (Globetrotter Racing Incorporated, á la Tesla Shields). Apparently influenced by GRITS' stock-car cousin, Banger racing, the official snack food of GRITS became bangers and grits (deep fried and otherwise).

Title: GRITS Racing
Genre: Action, Casual, Indie, Racing, Simulation, Sports, Early Access
Developer:
Muddy Desert
Publisher:
Muddy Desert
Release Date: 4 Mar, 2019

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Minimum:

OS: Windows 7

Processor: Core i5

Memory: 4 GB RAM

Graphics: 2x Anti-aliasing

DirectX: Version 10

Storage: 150 MB available space

English







i \u2665\u2665\u2665\u2665ing hate my friends. I write this negative review with a heavy heart. So much about this game was done amazingly. The docking was awesome. The graphics are pretty. It's weakness was a totally devoid plot and story. This could become Independence War III with a solid expansion, but unfortunately is boring after about 30 minutes.. I sampled this game's early stages, and despite some questionable inventory design and illogical puzzles the atmosphere and plot (the story is told entirely through notes) was really rather engaging.

The beauty of the Unreal Engine 4 shone through, if not exactly the best use of it I'd ever seen, and overall it was looking like a really enjoyable and spooky horror story.

Having played 81 minutes now I've had it refunded - what looked truly like a great little indie game was an ultimate failure, let down by a game design choice which absolutely destroyed it from around 40 minutes of gameplay onwards.

Initially we had a spooky mansion setting, and quite a gripping one at that - foreboding atmosphere and some nice ambience as well as the gothic look of the place made this compelling enough to want to go on. And unfortunately that was where it unravelled - that initial setting was by far the best area, as once you end up deeper in the game and are introduced to the entity which pursues you, it loses every ounce of fun and atmosphere and just becomes a horrible chore.

It has an entire four sections in a row which are basically complete copies of each other, all of whom where you get stalked by literally the most boring, unconvincing enemy you'll ever see and will die time and time again.

What promised so much just turns into a vile grind, and isn't worth your time.

To add insult, there are no configuration options in the menu (forget choosing resolution, folks), and as soon as this game went into retail, the dev simply stopped responding to the forum and presumably took the money and ran.

It's as if they got bored and wanted to wrap it up and gave no real thought to how the game would develop, which is a huge shame because it promised so much and delivered, ultimately, a borefest.

Extremely disappointing and absolutely not recommended.. I have owned and flew a 1946 Ercoupe a while back and I am familiar with its flight characteristics. This one is very similar to the real thing, but I am having issues with the compass not working. I also wish it was set up with more friendly navigational controls and instruments. Not worth the price. If you are planning to buy, wait for a sale on this one.. There is a lot to like here. However:

I really want there to be a better explanation for the tool box.

The text needs to be organized so that it is readable, or better yet, add some voice acting.

As it is, the robot is cute, the platforming is rage inducing and the game is not terrible.

Probably a bit pricey.

<https://youtu.be/Ve4qUqnaDyms>

A little rough around the edges, but that's to be expected for a game made with RPG Maker. Apart from the lack of custom character models and custom music. This is a fairly decent casual/slice of life rpg. It that has an interesting narrative about bitcoin and has content that fits the low price of the game. Simple, yet enjoyable and I hope to see a mobile version one day.. This game obviously has a lot of polish, with gameplay feeling smooth and overall balance great. The experience is only improved by the modes and character options and arenas to fight in. One of the best local multiplayer games I've played.

. R.O.T.Y.

refund . of . the . year .. A gateway drug to Game Stock Car Extreme,

I brought formula truck 2013 first thinking I didnt like normal car games..

impressed by the physics and sounds of formula truck 2013.. but found my skills driving trucks to be horribly bad

The game itself is awesome.. but best purchased with its more complete brother :) the two make a perfect combination

As this is a steam review.. I refuse to say something stupid that ends up with "would do again"

alas, I used to be a good truck driver like you until I took an arrow to the knee!. It makes sense to have it if you have London-Brighton, but DTG sounds are poor. Don't waste your time buy this then the AP sound pack.. Really nice puzzle game, with smooth and relaxing ambiance. The difficulty graduate gently with the level, showing you news mechanics, bit by bit. What I like the most about thoses games is that it's let's you assimilate the mechanics and discover the solution on our own, with little help at the beginning (mini tutorial). It's make you try over and over again to find the solution.

I particularly love the path you have to choose at some point (Ying yang, teleport and the combinaison of thoses two!) It's really interesting and challenging.

Good work! I definetly recomand this game!. Purchased on sale - \$15 USD

Total Play time to complete story - 10 Hours

Positives:

Art Style - My main reason for getting this game was I really enjoyed the bright aesthetic and was hoping for the cheery atmosphere to juxtapose with the horror mechanic.

Neutral:

Object interaction - This is definitely a game where there is not one correct solution to progress through the level. I appreciate the level design in the manner, however the interactions are not obvious all the time and may require additional hints.

Negatives:

Sound Design - The kid screaming forced me to turn down my audio setting on my PC because of the distortion from the volume levels being so mismatched. Simple actions like walking on grass sound like you are stepping on a full bag of Doritos.

AI - I felt like any time I even walked on the grass of the neighbor's property, he would immediately know my location. It was more tedious than scary as I eventually ended up running past him at the start and nearly never seeing him as I progressed by way though the acts.

Game play - This was tough, while I managed to complete all the acts in the game. I did it more so because I felt enough interaction to work through the game rather than because the story was interesting.

Buggy - I managed to beat the first act by launching myself into the air by running straight at a box. The engine takes a lot of liberty with object collision and at time you may find yourself dead for no reason other than you loaded slightly incorrectly.

TLDR Score - 4.7/10. Charming game play with a nice puzzle mechanic.

If you want a pure puzzle where you can win every time, this isn't it, but a casual player will find satisfaction when winning a level. The monsters are so cute, how can you not help them?. This game is easy to learn but a little harder to beat in full. Its fun if a little short replay is only for the achievements or for fast near mindless destruction.

I like it even if it flashes the This Game is Running Slow sign at fullscreen.
The track and engine upgrades give better handling and speed.. Meh - i was hoping for more.

But all in all a decent RTS game, nice graphics, neat unit control.

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