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## GRITS Racing Download For Windows PC



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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

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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

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### 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).

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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

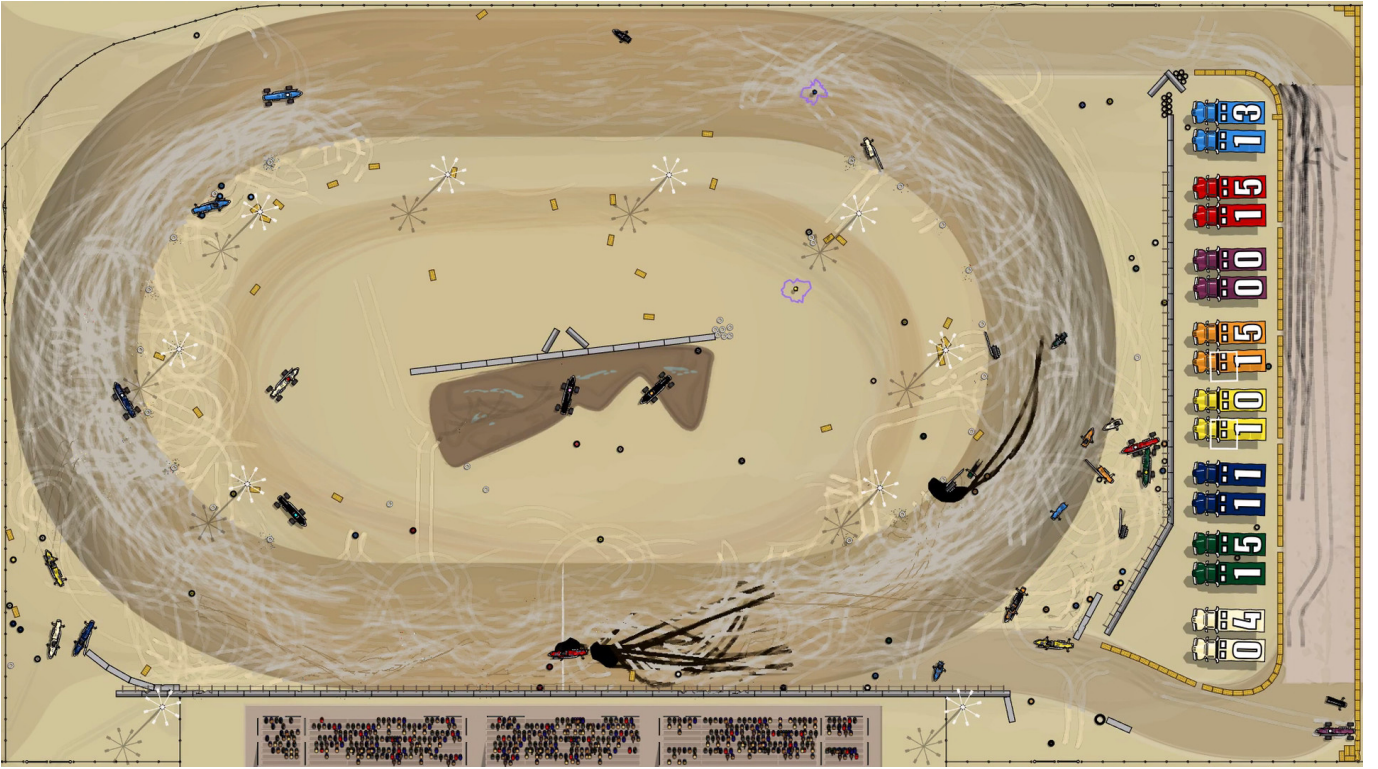
English



1 <sup>st</sup>	<b>Tootsie</b>	7:04.72
2 <sup>nd</sup>	<b>Gijsbert</b>	DNF
3 <sup>rd</sup>	<b>Frank</b>	DNF

★ <b>The Bubba Prizes</b> ★			
Crowd Favorite	Sponsor Favorite	Most Dangerous	Most Confused
<b>Frank</b>	<b>René</b>	<b>Carroll</b>	<b>Luigi</b>

**Next**



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Driver 1  
**René**

Add  
a  
Wacky  
Wodifier

- Duck crossing
- Buddy Holly crossing
- Tractor wheels
- Far-out fat tires
- Dualies
- Area 51 Tesla Shields
- Reverse-polarity Tesla Shields
- Disposable cars
- Dragster chutes
- The kitchen sink
- Exploding sheep
- Anvils and pianos
- Leader Trikes
- Finish-line showboating required

Next



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Something goofy and a bit different in the world of top-down racers.

GRITS takes the classic 2D top-down racing concept and mixes it up a fair bit with all the tasty features elaborated on in the extended game description:

**Physics**

**Individually simulated wheels mean vehicle damage gets 'functionally interesting'**

**Drivers**

**Run to your car... or to the team truck for a new one if you broke the original - your tesla shield makes pedestrian collisions far more painful for the offending vehicle!**

**Wodifiers**

**Add silly extras each round, like squishy tyres which bend awkwardly against walls, or tractor wheels which turn a bit differently (or both for when you want monster truck tyres on your oldschool racing cigars)**

**Parties**

**Not only does it support 8 players, but the dev was mad *kind enough to add rotating UI elements for those of us who take it to a tabletop screen - it doesn't matter which side of the table you play from because every player gets to pick what side they are facing when they punch in! (the dev actively engages on the forum, and takes on board even these edge case suggestions if they seem viable)***

*A little light on track content at time of review (Early Access after all), and I know some of the graphics are in the process of being tinkered with for better usability, but this is a fun title which deserves the support of all the old Slicks'n'Slides fans after something which isn't just trying to recreate the older games with prettier graphics again.. Very enjoyable, chaotic party game, excellent with a group of friends.*

*GRITS Racing is a top-down racing party game with physics that are more realistic than anybody ever asked for. I can attest that the cars handle like real cars. It's made as a couch game to play with your friends, but AI's were recently added so you can play singleplayer too. From what I hear, it's got tire friction, center of gravity, steering mechanisms etc. modeled after real cars. And the wheels are individually modeled, so they can come off when you wreck. Wrecked cars are persistent, and you have to run to the truck to get a new car if you abandon yours. Your racer is protected by a Tesla Shield, so if you need to abandon your car to get a new one, other cars on the track will bounce off your shield! The details are what makes it so fun, such as being able to knock over a pile of tires. The skid marks look great, too.*

*It is a party game, so of course it's got modifiers that players get to turn on and off each round that mess with the mechanics of the game. You got Tesla Shields where the racer gets knocked around instead of the car that hit them, bigger tires, dragster chutes and more.. Very enjoyable, chaotic party game, excellent with a group of friends.*

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