Musclecar Online Download For Pc [hacked]

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About This Game

Massively multiplayer online indie racing game. Race against the ghost recordings of your friends and players from around the world. Design and share your own racetracks. Collect over 100 cars and race them in 11 classes. Compete on a new racetrack every day. Play in 3D or top-down 2D!

-- Features --
★★★★★ Retro top-down or 3D racing with super-fun driving physics
★★★★★ Compete every day on a brand new track-of-the-day
★★★★★ Track designer (like Trackmania)
★★★★★ Daily and monthly rankings
★★★★★ Social features and friend lists

-- Choose your opponents --
★ Everyday at midnight (GMT) the daily track is switched.
★ You initially compete against random 'ghost-lap' recordings of other players using the same type of car. We call this Division: Unclassified.
★ When enough laps have been recorded for a car type, they are sorted into six ranked divisions. You start by racing against opponents from division F, and when you beat all 4 ghosts in your session you will be allowed to progress to division E, and so on.
★ At any time you may also choose to race against the ghost-laps of your own friends.

-- Scoring --

Medals are awarded at the end of each day, based on the best laptimes. Each medal earns an in-game coin which you can use to unlock and upgrade cars.
★ 60 points for the best overall laptime
★ 20 points for the best laptime in each type of car
★ 5 points for a Gold Tier laptime, i.e. one that is within 105% of the winner for each type of car
★ 2 points for a Silver Tier laptime, i.e. one that is within 110% of the winner for each type of car

Every month, the final medals leaderboard is posted to our Facebook page, along with some custom analysis from our expert racing team. Then a new championship starts!

Please use the 'Feedback' button in the game to report bugs or make suggestions. We will reply by email.

-- Game Controller Support --
XBox 360 controller support (Windows only)

Title: Musclecar Online
Genre: Casual, Indie, Massively Multiplayer, Racing
Developer:
Psychic Games Ltd.
Publisher:
Psychic Games Ltd.
Release Date: 12 Feb, 2015

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Minimum:

OS: Windows XP

Processor: Core 2 Duo

Memory: 1 GB RAM

Graphics: OpenGL compatible

Network: Broadband Internet connection

Storage: 35 MB available space

Sound Card: OpenAL compatible

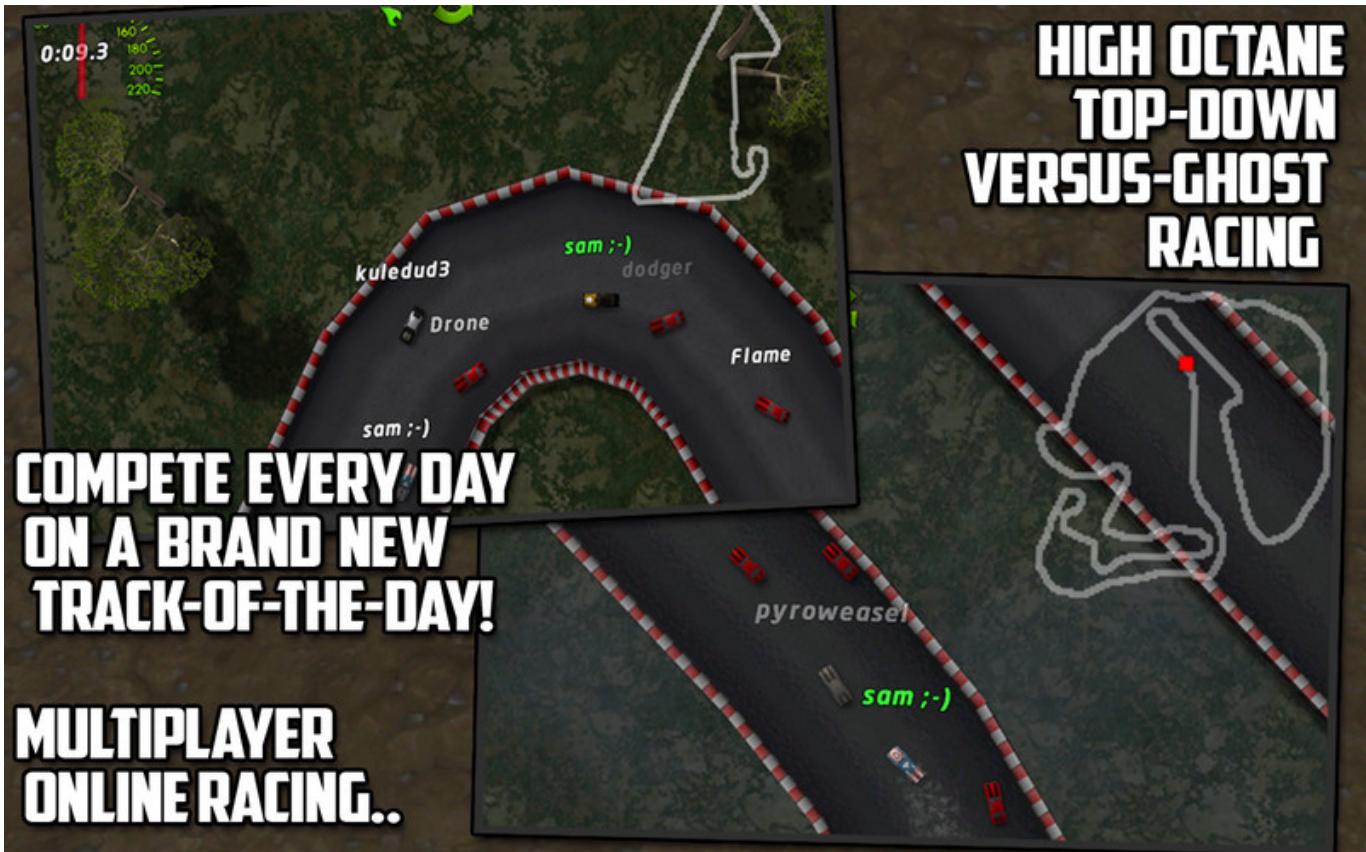**Additional Notes:** Online-only play!
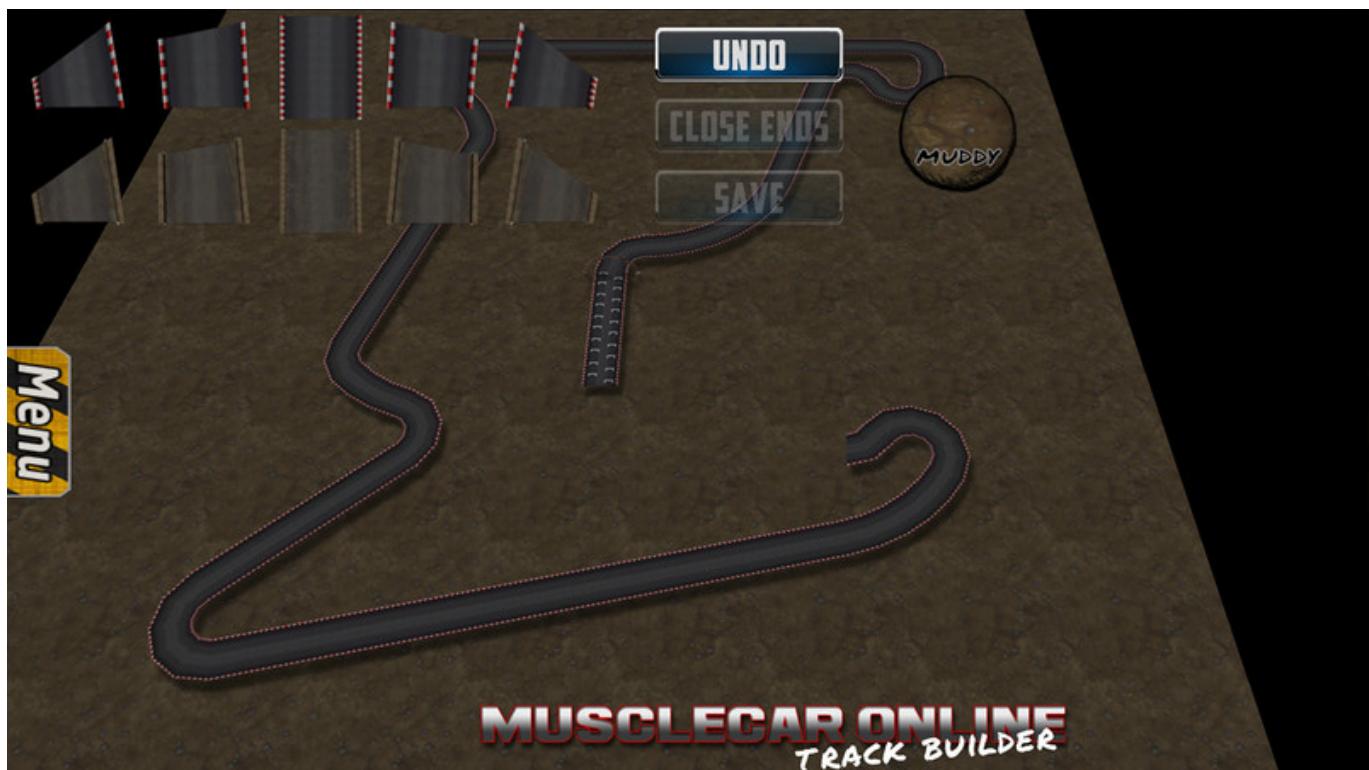

English,French,Italian,German,Portuguese

Tracks by sam ;-)

BLUR
FUSION
BLAYZE
NEWPORT THE LOOP
TYRANT
OFFROADE
FAIL TRACK
MAELSTROM
LOOP
SPEARHOOK
RAPIER

NEW   HOME
TEST
DELETE

Menu

Chats

UNDO
CLOSE ENDS
SAVE

MUSCLECAR ONLINE
TRACK BUILDER

MUSCLECAR ONLINE
TRACK BUILDER

DESIGN AND SHARE
YOUR OWN
RACETRACKS

VOTE FOR THE DAILY
TRACK-OF-THE-DAY

HIGH OCTANE TOP-DOWN VERSUS-GHOST RACING

COMPETE EVERY DAY ON A BRAND NEW TRACK-OF-THE-DAY!

MULTIPLAYER ONLINE RACING..

I still haven't played a race yet because the game is never responding.. Fun little game, not a bad price. If you like games with daily challenges, games that challenge you to improve upon yourself within the limits of said game, and the ability to make your own tracks. This is potentially for you.

First impressions i was rather surprised, you can change from top down view to traditional follow the car view. Track builder is weak, and could use some improvement. Lots of different car choices, and a decent amount of coins to start you off. Each car has a sub-category that has different mods, and attributes. Some cars are very easy to get the hang of while others will throw you into the wall until you get the handling down just right.

If your taking a break from another game, and you just want a quick arcade game to play for a few minutes, this is very good at being that. Don't expect great graphics, and the driving controls could use some work. On the plus side, i had fun with this and found it worth the price tag. If you want a budget game that has no microtransactions, and online play. This could also be for you. Basically you race ghosts of other players, you can keep challenging them over and over again while new ones appear. This is deffinitly a one more run game.

Overall, it's decent. Don't go in expecting much and you will be fine.

Some updates, been playing this thing a while now. Sam the admin is actively working to improve the game, and is listening to our suggestions. I am rather surprised at how hooked on this game i am, and always look forward to taking on the next track of the day. It is incredibly challenging to get a top time, and although I'm all over the leaderboards i still need some work.

Advice for newbies:
For new players, concentrate on one car and get the top varient you can afford. The Pike, and Turin in my opinion are the most challenging to master especially on tight tracks. Start with the Symphony or Marley if your after a top time. The daily track changes around 6:30pm EST, and most people post crazy times by about 2 hours before the track of the day changes. Don't be shocked if someone crushes your time with a better varient or a crazy driving line. It can be daunting but each track takes a lot of practice before you can find your top average times. Good luck and remember to have fun, that is what's important.. Actually not a bad game has bird's eye or 3d camera (chase cam) view.
Build tracks & add to voting system to go in track of the day events.
Graphics arent the best but its still fun and very active. Surprisingly fun, despite it's rough looks.. Pretty good for a budget racer. Racing against recordings from other players is pretty cool and it means you're always gonna have a close race.. Trying to beat all those ghost cars lap after lap is strangely compelling. Definitely has that "one more go" appeal.. Fun keyboard racer
Lots of car variations and unlimited player made tracks.

You start out with a bit of coin and two cars. You can use your coins to purchase other cars and\/or variations of each one. There are also several tire choices for the variable track conditions to spend your coin on.

You earn more coins buy simpy turning laps, but you earn more when setting fast laps. So if you are within a certain percentage of the top time for the day, you are rewarded with coin. This is all sorted and tracked via the easy to use, in-game leader board. That said, earning coin is a bit of a grind at the beginning...not overbearing, but it pays to make smart purchases...you don't want to be short on cash when in need of some rain tires. :)

Track building is simple, easy to use and very fun if designing tracks is your thing.

As far as top down (but wait there's chase view!!), keyboard racers go, I have no regrets dropping 5 bucks on it. I'm over 5 hours in already...so money well spent.

This is an absolute waste of six dollars. If you have 6 bucks, you can buy something way better.. pretty fun game - too bad the leaderboard are broken - i bought it when it got released and some guys already had over 1000 medals and alot with over 100's of medals.... :S. This game takes me back to Indy 500 for the Atari 2600. It was so simple, yet whenever there's competition, there's interest. The trick is to run the race as efficiently as you can. It requires some experience, some experimentation, and some mental toughness to do it well.

I haven't played this long, but I love that I can spend 10-15 minutes on this when I'm bored. Depending on how tough the competition is, I might spend more, or less. It's perfect for people who don't have a lot of time throughout the day to play a game.

Having users create, and vote on upcoming tracks is really clever too.

Update:

Over 20 hours in, and I enjoy it more. I've only just realized that the cosmetic changes available to your car, are NOT just cosmetic. They actually offer enhancements. This makes choosing the right car for the track, a big part of the game.

New & Improved Update:

37 hours in, and I find myself enjoying it even more. This is a game of actual skill. This isn't a case of grinding for gold to buy the best gear, or just leveling up a character. No, this requires skill. You're racing to shave a split second from your score, and to do that, you need to cut those corners as tightly as possible without crashing.

This game is asynchronous, but that doesn't mean that you don't get to know other players. When you look at the leader boards, you'll see familiar names over and over again. You can chat with them if you want, and so far, it has been good natured.

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