

Victory: The Age Of Racing Download] [key]



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About This Game

Victory: The Age of Racing is a unique online racing game with spectacular car handling and **user generated cars inspired by the different ages of racing**. Victory offers a **thrilling racing experience** through multiplayer events, competitions and an addictive **team career**.

Victory: The Age of Racing is now **FREE!**

We'd like you to join the competition and prepare yourself for **Racecraft** the new **Procedural Sandbox Racing Experience** by Vae Victis Games.

Racecraft is 25% off this week for the Steam Summer Sale, so **GET ON BOARD NOW!**



***** WINDOWS 10 USERS ***** please read this thread on our Technical Assistance forum if you get the error message "d3d9.dll is missing" trying to run Victory on Windows:
<http://steamcommunity.com/app/264120/discussions/3/451851477889583591/> (accessible only to Victory owners).

You can be a ruthless driver by pushing your car beyond the limits, a talented designer by creating unique cars and a highly skilled technical director by improving your car settings tweaking it for maximum performances. Join the competition and race to win!

An Internet connection is required to play Victory: The Age of Racing.

Buy the Victory Deluxe Pack for exclusive contents!

Victory Deluxe Pack



The Deluxe Pack gives you a handful of Gears Credits and three exclusive cars you can use on ordinary tracks and all events. This pack includes:

- 3 exclusive Special Deluxe Racing Cars (super fast 60PI cars: 1 Legend car, 1 Classic car and 1 Formula car)
- 15000 Gears Credits (you can speed up your multiplayer career or create several racing cars from scratch)



Incredible Car Customization

In Victory: The Age of Racing, cars can be **USER GENERATED**: players have an unprecedented degree of freedom in choosing car blocks, parts, colors, decals and shapes for their own customized car. We also created the *block system*, where you can switch different parts of your racing car until you have reached your favorite design.



Multiple Control Methods

You can control your car choosing between gamepad, keyboard and steering wheel.

- Keyboard controls with assisted steering
- Full gamepad compatibility with force feedback support
- Full steering wheel compatibility with force feedback support
- Mouse controls (move the mouse to steer, left/right click to throttle and brake)

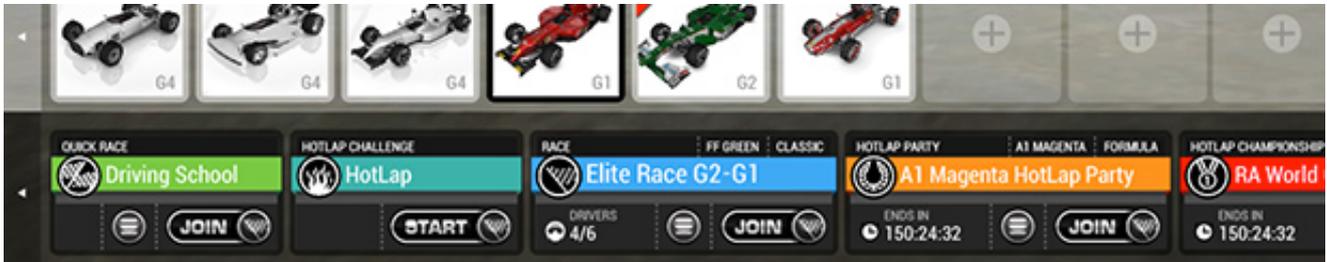
We've also worked hard to create **the best keyboard controls** available on the market for a racing game. An integrated artificial intelligence helps you steering, braking and throttling, with a simulation of analog controls even when you're using the keyboard.

Realistic Car Physics

Victory is an arcade racer with **realistic physics** specifically tuned to give an unprecedented car handling and an addictive racing experience. We started with a top-notch car physics engine developed in collaboration with *Stefano Casillo*, the author of the acclaimed racing simulator, **Assetto Corsa** and then we added improved assisted driving systems, so you can experience the game as you wish, enabling or disabling driving aids whenever you like to.

Fun and Easy Multiplayer

PvP competitions with **multiple game modes** and multiplayer live **events** for inactive players.



Events, championships, daily races, different game modes. Everything is created in real time based on the status of connected players: a central server checks who is online and what he is doing, then creates live events which pop up on your main screen.

In Victory you can be active and choose what you want to do or just wait for the game to propose you new ways to race online and have fun.

Game Modes

- Hotlap (single player mode)
- Hotlap Party (multiplayer hot lap mode, up to 100 players, usually lasts 1 hour)
- Hotlap Championship (multiplayer hot lap mode, can last for days, with online rankings in real time)
- Quick Race (multiplayer race)
- Handicap Race (multiplayer race, the winner gets an handicap for the following race)
- LAN mode supported: create a LAN Party and race with your friends!

Race Zones & Tracks

- 3 different racing zones around the world
- 15 different racing tracks

Car Development

Car attributes and setups, different engines, tires, accessories and more: *this is your personal customized car!*

Performance Points

ATTRIBUTE	PERFORMANCE POINTS	VALUE
POW		15
BRA		7
GRP		15
TRA		8
WEI		5
AER		10

The Performance Index (PI) is the sum of the car attributes.

PI 60 **1**

Car Stats

STAT	VALUE	UNIT
Max Power	590	HP
Max Torque	463	N m
Braking Deceleration	3.39	G
Lateral Grip	2.11	G
Traction Grip	1.88	G
Aero Efficiency	2.70	
Car Weight	747	kg
ABS	68	%
Traction Control	70	%
Tires Weight	76	kg

Car stats values for default setup.

Engines & Tires

OWNED

ENGINES • GRE

V12-SUPER

Weight 120 kg
Horse Power 530 HP
Max RPM 10000 RPM

OWNED

TIRES • MARCELLI

RR

Grip Bonus +0.2 G
Control 3
Performance 7

Like in a role playing game, you have to spend *Performance Points* to reach the perfect combination for your driving style and racing conditions. You can have multiple cars in the game and customize them for different game modes or tracks!

Multiplayer Team Career



Choose from different teams and start your racing career. Each of the three car classes in the game has a dedicated World Championship where different racing teams are looking for the best driver: are you ready to put the pedal to the metal and wear the colors of your team on the track?



Each team will offer you different racing cars and you will have to unlock multiplayer achievements to progress in the team career, unlock other new cars and reach the top of the rankings.

And More...

- **Achievement system** with rewards (money, widgets, driver titles) and over 300 different achievements to unlock
- Fully integrated website with **real time rankings and statistics** of almost everything in game: check your rankings, different stats, every single car created in the game can be shared and voted!
- Integrated **Social Bar** with race chat, race log, "last played with" panel, public chat, race invites, integrated friend system, online status settings and more!
- 7 different **game cameras**: choose your favorite one when playing

Title: Victory: The Age of Racing
Genre: Free to Play, Indie, Racing, Simulation, Sports
Developer:
Vae Victis Games
Publisher:
Vae Victis Games
Release Date: 12 Feb, 2016

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Minimum:

OS: Windows XP SP3, Windows Vista, Windows 7, Windows 8

Processor: Dual-core 2.0 GHz or Equivalent

Memory: 2 GB RAM

Graphics: DirectX(R) 9 Compatible Graphics Card with 512 MB RAM

DirectX: Version 9.0

Network: Broadband Internet connection

Storage: 500 MB available space

English,French,Italian,German

Choose a Championship

Select the championship where to start your racing career:



Legend

Revive the legendary times when the pioneering heroes of racing were daring men who sought adventure and speed. The Legend Championship offers high power and few aerodynamics combined with the lack

222	V6	250	998
kg	ENGINE	POWER	WEIGHT
		hp	kg



SELECT



Classic

Smoking drivers, burning cars and the first technical innovations come to the Classic Championship. Experiment more aerodynamics and the power of the turbo engines on top of an eccentric aesthetic.

245	V8	350	800
kg	ENGINE	POWER	WEIGHT
		hp	kg



SELECT



Formula

Try the maximum performance in the Formula Championship: stable, technologic, aerodynamic and super powerful cars. There's no room for errors and only super focused drivers can succeed in this championship.

277	V12	550	670
kg	ENGINE	POWER	WEIGHT
		hp	kg



SELECT



SKIP

CONTINUE





Steam Founder Deluxe Pack
3 Exclusive Racing Cars Included



This game is dead. Avoid.

This is just another "early access" game that's all broken promises, where the developers get paid for half a job done, then they disappear.

Worst of all, the driving mechanics are pitiful and arcade-like. The graphics are initially impressive, but soon become tiresome and repetitive.

Not worth your money, not worth your time.. Game is pretty dead, player-side and development-side. Looks good, sounds good, just is not implemented well, and doesn't have the playerbase as a result. Would not recommend.. Just another pay to win game, regretting buying this now.. The game is lame even for early access. The graphics is from early 2000, physics is from those times as well -- given that the game is posed as a semi-serious simulator! The car constructor limits you to 2-3 details of each kind -- and building a car is really expensive. You would need to hang out in the empty lobby for a long-long time until you can afford one. The scoring system is somewhat mysterious, rewarding "participation, not victory". Also, English translation is weird sometimes.

On the positive side, the game does not crash, supports side controllers like steering wheels (although the settings menu is poor as a gradstudent -- no way to adjust sensitivity, deadzones, linearity or whatever) and has something like 15 tracks in 3 environments, which is the most abundant element of the game so far.

In the end, the idea is worth the praise, but the implementation pretty much sucks. No noticeable improvements occurred over the past three months. If you want to race somewhere similar, I would advise Trackmania Nations or F1 2013.. A few things so far about Victory: The Age of Racing:

(This is not an actual review)

- The game menu looks quite satisfying and is clearly arranged.
- This game is definitely pay to win. Proof? The developers are presenting the "build your own car" thing as one of the main features. At the beginning you have already one car of each class so you can start right off racing. so far so good. to build your own car, you need at last (probably with extra parts and stuff a few 100 more) 5200 Gears Credits (the only ingame currency). If you win one of these early multiplayer races (don't know if its getting noticeably more when you progress) you get ~100 GC. So, to build your own the cheapest car of any class, without spending real money, you have to win like 50 races. Races i've driven were appr. 4 - 6 minutes. In comparison: You can buy one of these predefined cars for the half of the price, which might be even a bit faster. So i think that the real money thing ones again ruins a game by slowing it down horribly, which equals pay to win to me.
- Gameplay is (after years of development of this former-free-to-play game) like Mario Kart without Toads and bananas, but more buggy and erratic. But still quite fun to drive, a bit like trackmania. In conclusion this game is very arcadish, while it is published to have "realistic car physics".

One of the game developers once said in an interview with insidesimracing on Youtube (2012), that at the beginning, when they started the title as free-to-play, they thought about not making one of these ptw games. Now the game is still in development, is ptp and even ptw, too. I kind of regret buying it.

At the moment i have, to be honest, no MASSIVE complaint about the game how it is. It's okay, not more or less. But if you make the "mistake" to judge this game by what it pretends to be, it's absolutely not enough and seems like a bit of a hoax.

At the end i have to put a careful "YET", as the developers have time to and possibilities to fix these points, hopefully.. **tl;dr This game is fun, but overwhelming and dead. Developers have abandoned this game and left to work on the next one.**

Victory: The Age of Racing is a racing simulator akin to stuff like Formula 1, but with arcade gameplay controls in the vehicles. I'm much more of an arcade racer (hence my repeated Black Flags when I play anything in here), so Victory does cater to my tastes as well as the average sim fan. The cars are very well modeled, and the tracks are pleasing enough.

However, the UI is incredibly overwhelming to me, and it's not intuitive for me to get around at all. I'm sure I haven't even discovered half of the menus because of how much there is to take in. Additionally, the multiplayer is dead and you'd be

lucky to find anyone who plays this.

Most importantly, as other reviews have pointed out, the developers - Vae Victis Games - have fully abandoned Victory. The game has not been updated in (edit:) over three years, since April 2014. They're working a new game called Racecraft, and they have given free copies of Racecraft to everyone who purchased Victory before they made it free-to-play. Essentially, there's no reason to get Victory as it's superseded by Racecraft (which will not be free).

It's up to you if you want to give Victory a try, but it's dead.. Unfortunately, the game is dead as can be. No players, no developers around. It's a shame though, the graphics and gameplay are decent enough, but far from complete.. Valve should really remove dead games.

I'm going to go ahead and say this from the start, if the thumbs up didn't indicate it already. I highly recommend this game. Granted only for certain people, I understand not everyone likes racing games, especially ones that have some simulation aspects to it. This is more of a simcade, and as people have said about this before, it's easy to get into, hard to master.

I do call it how I see it though, even though one of the devs asked for me to review, I have no issue with that, and no, I'm not getting any kind of reward for it nor do I care for one, I just want to see the game succeed and get more players. Starting on developers, they are awesome. I had one personally work with me to troubleshoot an issue I had with the game crashing, and come up with a fix for it, and provided me with a modified .dll file to get the game working until the patch was released the next morning. (this was LATE at night, almost morning when it happened)

The game doesn't have many issues for me, but whatever issues it does have are being worked on by the devs atm. They listen to feedback and issues that the community encounters. Like the FPS problems some people are having. I was talking to a dev last night and they have acknowledged the issue and are working to fix it. In that process though they broke cockpit view online, once they quickly found out about that from players, they fixed it the same day. This is what more games need, devs that listen and actually work to change/fix things. I can forgive games that are broken if the devs ACTUALLY TRY. (I'm not saying this game is broken by the way, it is far from it) If you can't at least respect a developer for that, I've got nothing for you.

The community of this game, so far, is all friendly. This can of course change, as people are people and the more people that play, the higher chance for bad people to show up, that's just life, don't fault a game for that. There's a MMO like chat ingame, you have a public chat for anyone to talk in, a race chat for a race you're in, and a friends list separate from Steam and a racers tab to show EVERYONE online. You can check out their rank, nationality, and private chat from there. Quite simple and functional.

The driving mechanics ingame are quite nice in my opinion. It's definitely not a sim like Assetto Corsa, but it's not super arcadey like Need for Speed games. There's a good balance of fun and realism, combined with the options of automatic gear changing, semi auto, and manual, and various assists you can enable and disable on the fly. The cars all feel nice to drive too, they have good weight to them, you can feel the cars grip (or lack thereof), the cars respond to different surfaces, and changing car setup makes things vary quite a bit. Running the default setup will work fine but you certainly get an advantage if you take the time to set up your car properly for a certain track, be it the under/oversteer of the car, the suspension stiffness to help cornering, the downforce levels, front/rear brake bias, and even gear ratios, and it does it in a fairly simplified but useful way. There are descriptions for the settings on the side to help explain, and instead of some settings like camber levels and toe, and ARB settings and spoiler and wing angles, it's simple clicks left and right toward a different setting. I'm a huge fan of racing games in general, arcadey and sim. My main issue with sims is a lot are just plain better when using a racing wheel, which makes me happy to say this works EXTREMELY well with a gamepad. This itself makes it more accessible, which isn't always a bad thing.

The amount of content ingame is something I can't comment on too well right now, as I haven't played for that long. The game is only about 500mb though, so keep that in mind. There's a decent amount of tracks from what I've seen, and they're all fun, for me at least. There are preset cars ingame to buy, quite a few for each career and team, and some on the market (using ingame money).

But then we get to the car creator. You can choose between the 3 car types, and the different performance groups, then mix and match between different front, middle, and rear pieces of the car, and then change the paint and decals, and choose between a lot of different cosmetics like exhausts, brakes, rims, mudguards, steering wheels, etc. And depending on the car chosen, you get a different amount of PI to spend on your car. These are basically skill points in an MMO, you put points into things like braking, power, grip, etc. And in the same area you can select different engines and tires that will also change the PI settings of your car a bit. This adds a lot of personalization to the game and makes everyone's car feel different. So in that aspect, there's a lot of content, and I'm sure there's more to be added.

A thing I forgot to put in somewhere about the car types: They're all F1 cars. There are the older ones running V6's if I remember, the Classics. Then you have the Legendary cars, I think these are using V8's ingame, I forget. They are based off more modern looking F1 cars though. Then you have the Formula class, these are using V12's ingame, and are the most modern looking cars.

When it comes to graphics, not too much to say. They aren't bad, certainly not the worst. If you really judge a game based on that, well, I don't know what to tell you. The gameplay is very good, the graphics work well and don't detract from the game. Fairly straightforward here. The only thing negative I have to say about that is with the graphics quality, there shouldn't be performance issues, but there are. BUT, like I said earlier, the developers are working on this right now. Like literally now.

Regarding peoples butthurtiness towards "in app purchases". Yes, there are some. You can pay real money to get ingame money from what I understand. But it's optional. There's literally nothing you can get from that, that you can't get ingame by just playing normally, and it DOES NOT make up for lack of skill.

Any of these things are subject to change, as this game is still in Early Access and is being worked on still. This was put up on 2-14-2014. If anything changes that makes any of my points irrelevant or outdated, I'll try to remember and edit this. I'll say again, I highly recommend this game for just about every kind of racing fan, and definitely for people that like F1 cars. It's quite accessible too, so not being the best isn't a reason to pass this by.. I can't really recommend this game. It is beautiful and the controls are nice, however there is nobody online. Maybe once it's out of early access I can change my review, but even if there were people online to play with, the game has other issues. Namely, no controller support in any of the menus. It's very obviously designed for PC, which doesn't have to be a bad thing, but in this case it is. I'm trying to play on my TV while sitting back in my recliner and the menus are difficult to read and navigate. The UI is overly complex for a racing game, in my opinion.. I've had some pretty good fun with this game with a controller. Anything other than a controller is not really worth it... even a wheel. The wheel support just doesn't feel right but it is an arcade game so the controller is just fine and sometimes more "fun" this way anyways. Some confusing UI is about the worst part. Not much multiplayer and not many people playing but for a fun start to racing it's really not that bad. Not great though.. This game always has to be online. The only option is to play online with other people. And when there's nobody to play it, money is better spent on more fun games.

EDIT: This is nearly a year after the review publish date on Feb 8, 2015. It is now October 10th of the same year, and the game isn't even out of beta. The game came out on Feb 10th, 2014. Do you see the faith in this game.. Though not specially a bad game, this one shows big concerns about the follow up. Few and very spaced news from developpers. They're actually showing few about their promises of future updates. I'm skeptical about seeing all their promises coming true.

I think it's really not worth the price in this current state.. Arcade sandboxy formula racing <3

Points of interest:

- Make your own car! Can get pretty deep with accessories and paint designs!
- Little to no grind (300 base GC every time you beat your PB with a car in Hotlap Challenge. Records are on a per-car basis!)
- Car setups make a difference!
- Challenging tracks for formula cars!
- Nice solid physics with great feeling!
- Beautiful reactive UIs - I am in love with the interface designs!
- Fun race modes with many race settings and well implemented networking!
- Races generated in real-time by the server!
- LAN mode!
- Steering with a keyboard is really excellent!

and in the future:

- Procedurally generated tracks!
- Race editor
- Oculus Rift support

Points of negativity:

- 'Widgets', seriously? Artificial car boosting per race?! The game used to be f2p, so this is probably a remnant of that design. I don't use it, don't even bother, I don't even want to know about it.
- There is fps lag in races with more than 4 players, you can workaroud it (?) but to me it's gamebreaking. But I am fully confident they will fix this - one and only - issue as they continue to develop this otherwise beautiful and very personal racer. Besides, hotlapping is unaffected by this.

Great game, dirt cheap - I will be playing for as long as there are other people!. Ive seen alot of reviews stating that this game is "dead" because there is simply no one online to race against. While this is true MOST of the time, (just recently raced against 6 other racers in a major event) those leaning on this one flaw in the game are missing out on alot of what Victory has to offer.

Victory: The Age of Racing is simply the best racing game I've played on Steam. Hands down. The blistering sense of speed is

better than all but one of the many racing games I've experienced, F-Zero GX being the best in that category. The three classes of cars: Legend, Classic, and Formula, each have their own handling characteristics and quirks, and each requiring a different skillset to be brought to their fullest racing potential. Combine that with probably some of the most fun and frustrating original tracks in a racing game (Mario Kart notwithstanding) and you have one hell of a racing experience. That, quite honestly, only gets better with the addition of rival racers. When they're on of course.

Car customization is another thing Victory has down. The paint room is very Forza-esque in its function, but one thing I like about it better than Forza is the fact your graphics don't get warped on curved sections of your car. The decals curve with your cars curves, which makes painting replicas pretty satisfying. Plus the fact you can **MAKE YOUR CAR LOOK HOWEVER YOU WANT IT TO**. You want a crazy front wing that looks like it won't even work aerodynamically? Slap it on there! You want a two story tall rear wing on that Classic car? Go for it! Don't want wings at all? Who da heck needs downforce!?! The styles of car are endless, and it's very interesting to see all the custom cars drivers make. From F1 replicas to "How is that even working?"

Also, well, going back to the point that there aren't a lot of people playing this game. The few who do, at least the ones that I know, are all really friendly. If you come in and see some one on, don't be afraid to ask questions. From what I know, the community in Victory recognize the lack in number of players and will help any newbie who needs help in anything. I will definitely answer any questions asked to me if I'm on. As you can see with my hours on record, I'm on quite a bit.

So don't let the "Mixed" reviews on this game turn you off to it. I've had so much fun with this game in the near 10 months I've owned it, even made a few really good friends. If you see video games as an investment and not as an opportunity to have some fun, I can't help you there. But if you're looking for a well made racing experience in a fantasy setting, look no further. Come on in, there's a car with your name on it waiting to be driven.

No seriously, the cars have your name on them. It's pretty cool.

P.S. Forgot to mention. It's small, but probably one of the coolest features in this game is the fact that you are still in control of your car after you cross the finish line. Adds a level of immersion I haven't experienced in any racing game I've played before.. Facts: I'm a game moderator (voluntary user); I can be biased, but I know this game really well; also, remember that this is Early Access, so still a beta phase.

Talking about the game: first of all, despite the tags, this is **NOT** a simulator; it's more like an arcade racing game with realistic features (don't expect to drift on every corner or have random racing lines); still, the model is really satisfying: the racing experience and setup know-how is rewarded, while beginners won't have many problems driving their first cars. With the inclusions of new events, career mode and other stuff there's plenty to do, and car customization is one of the best ever seen in a racing game, both on visual stuff like paint and development. Good races are real fun, and the tracks are inspired and good to drive in. The devs also are very active, and try to fix bugs in a quickly way (also are active in the forums, which is nice).

Bad things: excluding random bugs (which I'm not experiencing at the moment, save for some really minor stuff) the worst part is the performance of the game in this phase. We know that graphic optimization and new shaders are coming very soon, but at the moment on many computers a race with full roster will make the fps drop. There's also the minor issue of a little population, but hopefully this will change in the next weeks (it's still early - early access), and the races and events still flow very nicely, so it's not really a problem.

What will come next: full Steam integration, procedural race tracks, track editor and Steam Workshop support. Probably some of the best features to have in a game like this.

For old users: the payment model has changed. This is now a buy-to-play; so you will need to buy the game if you want to play (it's not going free to play after the beta) but **THERE ARE NO MORE MICROTRANSACTIONS** in the game. Also, the reward were raised quite a lot, so buying new cars is much faster.

Conclusions: in my opinion, if you like racing games, you are curious or look for a relaxed fun game go for it. There's plenty to do, the game has some good depth, the class are really different one from each other and at this low price it's worth the entry, also because new features will flow in and make the game even better. Still, if you like only Simulators, beware that this game is not one; don't expect an Assetto Corsa or rFactor or iRacing here, because it's not (and it does not pretend to be one).

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