

## Description

Speed Rush is a HTML5 Racing Game. Drive your car through the race avoiding the obstacles. Try to complete your laps in the shortest time. Are you ready? Start your engine! Mud slows you down, oil makes you lose control on your car and if cones will be hit you'll get slower.

The CAPX package contains the game with 1024x575 resolution that automatically scales to fit current screen device.

The game is fully compatible with all most common mobile devices. Still, it uses WebGL as graphic engines. To avoid any compatibility issues, check if your device supports it on this link: <http://caniuse.com/#search=webgl> . You can disable WebGL on the CAPX file, if needed.

More infos will be found in the comments added to the game.

This game can not be modified with a free license of Construct 2. The game was created with Construct 2 R227 release.

## Admob Ads

Use the AdmobAds to add your ads' ID and start monetizing with this game!

For further info, please refer to <https://www.scirra.com/manual/184/admob>

## Change Graphics

The game contains the objects' spritesheets that you can edit if you want to change objects' images. Objects' dimensions will be arranged according to the canvas size for the best display on devices.

If you want to change objects' graphics, replace the spridesheets with your own, ensuring the frames to be arranged properly as in the game.

## Change Backgrounds

The game contains the background spritesheet that you can edit if you want to change graphic. If you want to change background graphic, replace the spridesheet with your own, ensuring the frames to be arranged properly as in the game.

## Additional plugins/behaviours used in this game

The game contains some non-native plugins / behaviours you need to install before using the package. They are:

Non-native behaviours used:

- LiteTween v.1.4 (free) by Lunarray (Scirra forum): [https://www.scirra.com/forum/behavior-litetween\\_t70700](https://www.scirra.com/forum/behavior-litetween_t70700)

Non-native plugins used:

- SpriteFont+ (free) by Codeplex : <https://spritefontplus.codeplex.com/>
- callJS (free) by Joe7 (Scirra forum): [https://www.scirra.com/forum/plugin-call-javascript\\_t64104](https://www.scirra.com/forum/plugin-call-javascript_t64104)

## Game modifications

Texts can be changed modifying the variables in the "Global" tab (due to the use of SpriteFont+

plugin, special characters are not supported. To translate in any non-English language, please contact us for a quotation). These are:

- "TEXT\_ORIENTATION" : Please set your device to landscape orientation to play this game properly
- "TEXT\_GAMEOVER" : OUT OF TIME! RACE IS OVER!
- "TEXT\_YOUWIN" : GREAT! YOU WON!
- "TEXT\_LEVELWIN" : COOL!
- "TEXT\_SELECTLEVEL" : SELECT LEVEL
- "TEXT\_TRACKCOMPLETED" : TRACKCOMPLETED
- "TEXT\_SELECTCAR" : SELECT YOUR CAR
- "TEXT\_LEVEL" : LEVEL
- "TEXT\_SCORE" : SCORE
- "TEXT\_GO" : GO!
- "TEXT\_WARNING" : WARNING! If you continue you will lose all the saved data! Are you sure?
- "TEXT\_HELP1" : Drive your car through the race avoiding the obstacles. Try to complete your laps in the shortest time you can. Ready? Start your engine!
- "TEXT\_HELP2" : Mud will slow you down, oil will make you lose control on your car, cones will be hit and will slow you down a little bit.
- "TEXT\_MAXSPEED" : MAX SPEED
- "TEXT\_ACCELERATION" : ACCELERATION
- "TEXT\_HANDLING" : HANDLING

Some game values can be changed modifying the variables in the "Global" tab. These are:

- CAR1MAXSPEED : 300 – Max Speed setting for car #1
- CAR1ACCELL : 125 – Acceleration setting for car #1
- CAR1HANDLING : 80 – Handling setting for car #1
- CAR2MAXSPEED : 170 – Max Speed setting for car #2
- CAR2ACCELL : 70 – Acceleration setting for car #2
- CAR2HANDLING : 60 – Handling setting for car #2
- CAR3MAXSPEED : 220 – Max Speed setting for car #3
- CAR3ACCELL : 170 – Acceleration setting for car #3
- CAR3HANDLING : 80 – Handling setting for car #3
- MAXSPEEDGRASS : 50 – Max speed on grass
- MAXSPEEDMUD : 100 – Max speed on mud
- OBSTACLETIME : 15 – How many seconds will pass for a new obstacle to appear
- WAIT\_TIME : 1 – A time variable used for some actions' delay (in seconds)

## Wordpress Plugin

[CTL Arcade](#) will allow you to add a real arcade on your worpress website, in this way your users will be more involved and will stay connected longer.

It's possible to add Ads banner at the beginning of each game and at the end of each level. This will give you a new tool to increase your revenues.

Your own users will promote your website sharing their scores on the main Social Networks, with no extra costs for you.

You'll get by default the score-sharing on Twitter. To add Facebook just follow the guideline below.

3 widgets can be added in your pages through a shortcode.

- Game iframe
- Rate the Game
- Leaderboard

Minimum Requirements:

- PHP 4.3
- WordPress 4.3.1
- HTML5
- Canvas
- Javascript / jQuery

**This plugin is designed to work only with games built by Code This Lab.**

You can find it [here!](#)