

Need for Speed Payback - Racing on Pontiac Firebird



The March update of the racing arcade Need for Speed Payback is already waiting for its riders, along with three iconic cars and a huge number of corrections. The stickers are now properly glued, the spoilers are more noticeable, and the frame rate is much more stable.

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The March patch for Need for Speed Payback basically contains the fixes found and indicated by the players themselves. But even without the content it was not all players will have the opportunity to try out the chic cars Pontiac Firebird, Aston Martin DB5 and Skyline Eddy at 399 level. These cars are well suited for both drag racing, and for speeding and for fighting with the police.



The technical part of the update fixes almost a hundred misunderstandings: endless screens of downloads, the inability to take poker chips, the exploit with the currency of money, the passes through the ground, the jam under trailers and in the ramps, etc. We also worked rigorously on car tuning: fixed problems with clipping the intensity of the brake signal is increased, and the photo mode during the jump can not now be used.

Touched changes and racing competitions, the game debuted titanium race Castrol Edge. Removed control points in baits for the police, the frequency of appearance of baits increased. By the way, some stones on the map were incorrectly handled collisions and the players often passed through them, now this has been fixed. Also, the opportunity to change the complexity of the game right during the execution of daily tasks was lost.