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## About This Game

**This is a simplified and easier to play version of the original Crypto Crisis that has been designed for a younger audience and more casual players.**

Principal Trotter and technology teacher Kieran are trying to build the school of the future. They have asked you to help them raise the necessarily funds to do so. It's early 2009, what could be a better way to raise funds than mine Bitcoin? It won't be easy though; compete for and increase your share of block rewards by building and upgrading your mining rigs while carefully managing your resources.

### Content & Features:

- Track your progress by unlocking incremental milestones
- Relive Bitcoin history with a closely simulated Bitcoin network which utilises historical data
- Compete for and increase your share of block rewards by building, upgrading, optimising and overclocking your mining rigs
- Carefully manage the energy consumption and heat output of your mining rigs; the more energy you use the higher your electricity bill will be

- 
- Sell now or HODL? Earn money by selling your Bitcoin on the market
  - As you progress in your mining career move to new maps to unlock additional space and resources
  - Keep upgrading your mining rigs with periodic releases of new chassis, CPUs, GPUs and ASICs
  - Buy and upgrade utility equipment to help you manage energy consumption and heat output
  - Mining and network statistics help you keep a track of your progress and how well you are performing versus your competitors
  - Financial breakdown statistics help you determine where all of your resources are being spent
  - 4 navigable 3D maps which update as you build and upgrade your mining rigs
  - 20+ chassis types
  - 15+ utility equipment types
  - 170+ CPU/GPU/ASIC parts

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Title: Crypto Crisis: Education Edition

Genre: Indie, Simulation, Strategy

Developer:

Armoured Beans

Publisher:

Armoured Beans

Release Date: 18 Feb, 2019

b4d347fde0

**Minimum:**

**OS:** Windows 10

**Memory:** 1 GB RAM

**Graphics:** Intel UHD Graphics 620 or equivalent


**DirectX:** Version 11

**Storage:** 2 GB available space

English



Car




Chassis: Inline  
Motor: 20000 Rpm  
Rear tires: Rubber  
Body type: Formula

Weight: 1030 g  
Gear ratio: 44.25 : 1  
Max speed: 14672 Km/h

Opponents

☐ Free level  
☒ Free chassis  
☒ Free motor  
☒ Free tires  
☒ Free body type

Track



Track: motol  
Track set: Vic  
Lanes: 2  
Length: 41.8 m

Part

Count

Missing

S40	47	28
S20	31	14
C15_122	28	20
C15_78	10	6
C60_34	6	0
S5	5	2
C30_56	5	2
S10	3	1
C30_34	3	0
C60_23	2	2
C15_100	2	2

Cost missing parts: 870

Buy

Race sessions

☒ Practice




Round duration (min) - 5 +

☒ Race

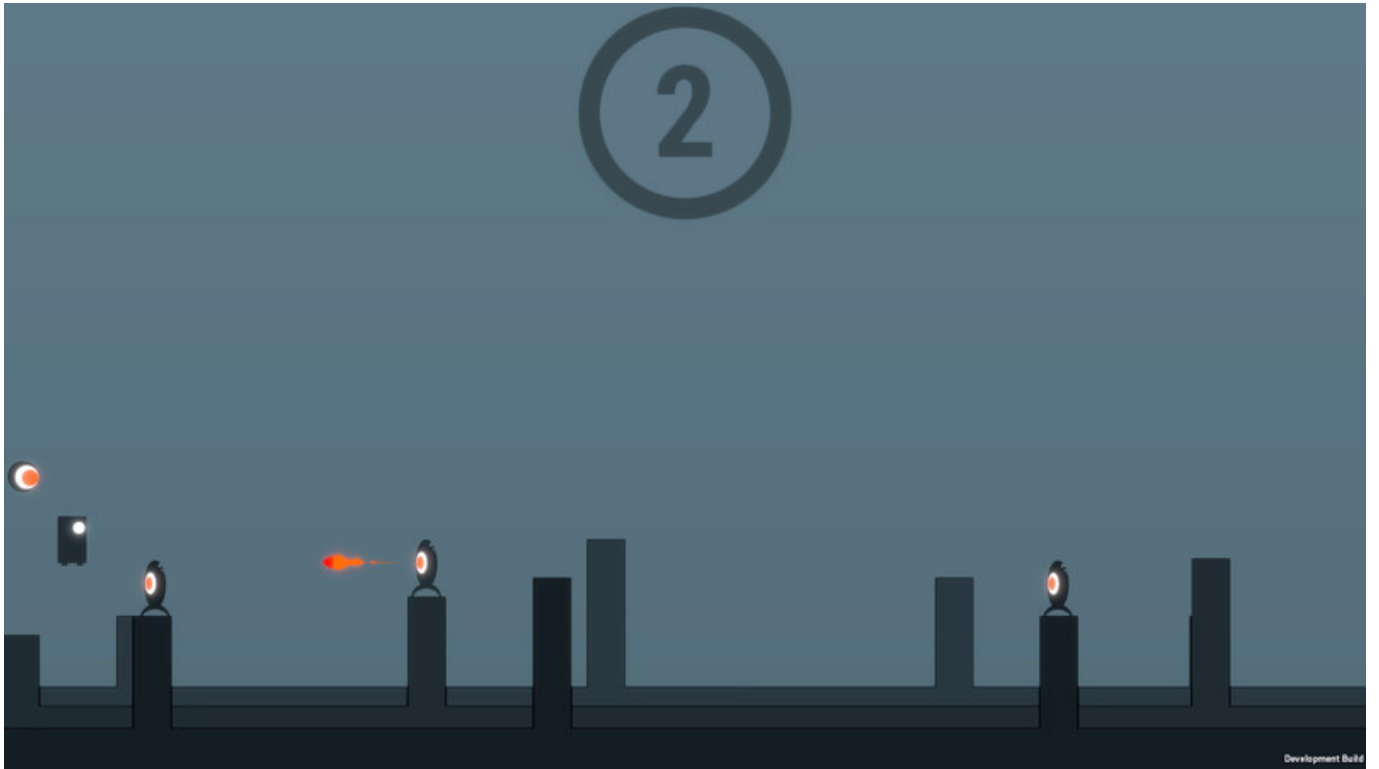
Round duration (min) - 7 +

Back

Continue

 980
 700
 0 / 6

Level: Regular





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**Dev Update 25.09.2014:**

Good afternoon Off-roaders,

A few days ago I mentioned in a topic on the Oovee forum that I would be releasing information and details of the next update after internal discussions.

So to begin with, I would like to thank you all for your patience and understanding - a company of our size cannot work as quickly as a lot of the larger companies. But let us not dwell on what hasn't happened, let us focus on what is to come. Below you will find the list of what we can see in the up and coming update.

This will be the first large update - the list reflects the workload that can be handled at a time and also allows for a shorter development time.

**BUG DESCRIPTION**

- Rocks bounce
- Trucks fly through air when connecting winch
- Supports can get stuck under ground
- Manually loaded logs bug
- MP Map not synced after disconnect and rejoin
- When in MP lobby, buttons become greyed out when too many players join and leave
- Unknown floating bug in MP
- Remaining texture issues
- Remaining terrain issues
- Not all MP sessions show in lobby

**IMPROVEMENT DESCRIPTION****CORE:-**

- Add - HUD removal option for taking screenshots
- Tweak - Increase water depth allowance when vehicle has Snorkel (UAZ)
- Add - Single map saves
- Tweak - Controller inputs need to be Analog instead of Digital (throttle/brake)
- Add - Freeroam camera
- Add - Mod support
- Tweak - Increase draw distance for high graphics settings

**MULTIPLAYER:-**

- Add - Option to re-join last server
- Tweak - Chat box: Allow scrollability and toggle.
- Add - Show 'In Progress...' Games
- Add - Last truck used

Estimated Launch date: 22/10/2014

\*The date shown is an estimation based on a primary analysis of the contents of the update. The date above is subject to change - upon work reaching development targets, if necessary, the date will be changed to reflect progress and circumstances at that time.

We would like to apologise for the delay, however, we are now back on track and able to bring you updates and more to the game in the future.



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Happy trucking!

. **Build (31/01/15 v1) In testing:**

Hi there, Off-roaders!

The latest build was received Friday and has been in final stage of testing before release. Once a build is received, whether we are told that is it tested, further tests are carried out to ensure a clean update with minimal to no bugs.

A few issues were noted during testing, so they are being rectified prior to release.

Below is the list of what to expect in the update, segregated into the days of completion.

**NOTE:** This update contains changes to maps that will break saves. This problem has been noted and a fix is being looked into.

**Release:** Between 2nd Feb - 4th Feb (*Release unspecified due to pending feedback*)

## 25/01/15

-all maps improved-volcano map remade!-log cart for big MAZ truck-rotation marker lights instead of old "static red lights"-honking added (environment reacts properly)-daytime lighting improved (more variations, transitions within single day)-mud physics improved: heavy vehicles (e.g. MAZ) extrude terrain faster-ferns break into chunks. **Up-to-date Changelog 2015:**

The Map 'The Pit' which was made available as a free map for the Spintires has been removed from the core game and is now available in the download section of the official Oovee forum. <http://www.oovee.co.uk/forum/files/file/867-the-pit-map-by-imgnpro/>

The decision to do this has been made in preparation for the release of mod support and protection against leaked versions of combine tools.

There have been a large number of updates over the previous months. As an overview and to keep our community up-to-date, below is the changelog covering those updates:

### 02/01/15

- 2k15 bug fix
- new icons for game mode descriptions

### 9/12/14

- fuel drained when skipping time in casual (revert!)
- new icons for game mode descriptions

### 8/12/14

- improved steering wheel force feedback
- no diff lock damage with manual gearbox (steering wheel)
- fixed flares ("light sources") in stereo 3d mode
- diff lock damage delay increased
- daytime cycle made longer, night made shorter

### 3/12/14

- performance optimisation
- more accurate damage on impact
- rotating engine shafts

### 1/12/14

- water sfx, trees sfx improved
- engine sounds improved

- 
- fuel no longer drained when skipping time in casual
  - fix: cant skip time in multiplayer
  - fix: joining a game but playing different map
  - correctly display names for players that arent friends
  - handbrake is ON when jumping into the truck
  - performance optimisation
  - detail maps added for huge rocks

27/11/14

- trucks sounds improved
- gravity wheels backsteer on hardcore mode
- damage system fixes
- some trees and textures tuned
- water,mud sfx tuned
- big mud chunks now break into small pieces when hit
- ability to switch ON/OFF diff lock in casual with no damage or fuel consumption
- meshes XML format changed with no backward compatibility! required for implementation of modding toolset

24/11/14

- radius of discovery by truck in cloaked areas increased
- diff lock damage disabled in casual, diff lock always ON in casual
- notification when other player removes winch in MP
- bugfix: winch not connecting in MP sometimes
- bugfix: MP chat not working
- smoother animation for other trucks visible in MP
- show ping for inprogress games

20/11/14

- network traffic optimisation
- multiplayer truck "ghosts" improved
- multiplayer intertruck interactions fixes

18/11/14

- winch crash fix
- path now visible in cloaked areas

14/11/14

- twigs added for all levels
- main menu level changed
- kamaz sounds changed

11/11/14

- levels tuned
- warnings when removing load/fuel
- truck only filled by 200 liters in garage
- winch fix
- uaz,maz trucks tuning
- sounds changed
- antialiasing improved (visuals)

10/11/14

- fuel stations now visible even when cloaked

07/11/14

- 
- distance to closest node visible in hardcore mode
  - uaz water allowance depth increased
  - diff lock stress cooldown changed
  - tweaks to all levels (old saves wont work)
  - fixed: anchors/wheels stuck underground

05/11/14

- diff lock now does increase fuel consumption, but damages truck + visuals for diff lock damage
- winch truck now automatically accelerates when player accelerates
- if winching trucks trailer, tractor will accelerate in accel mode
- per-map saves
- sharpen effect&heat haze tuning
- cursor hotspot fixed in fullscreen
- fuel tankers auto-refueled at garages and gas stations properly
- fisherman achievement obtained by cheating fixed
- more steering wheels support
- only show servers with appropriate version
- maz-535 original look

01/11/14

- minor truck physics tweaks
- heat haze effect

31/10/14

- sharpen image filter
- ghosts for all player trucks
- option to capture screenshots without HUD
- fixed multiplayer inter-truck collisions issues

30/10/14

- multiplayer inter-truck winch pulling improved again

29/10/14

- some sounds changed
- ingame chat box text fixed
- gamepad and steering wheels pedals acceleration/brake made smoother
- steering wheel: correct initial state of pedals, fllexible setup for various models
- various truck behaviour fixes
- lobby buttons get greyed out but game doesnt start (again)
- multiplayer trucks flying in air when connecting winch fixed
- multiplayer inter-truck winch pulling improved

28/10/14

- fixed: sound level changes randomly when using settings dialog
- auto steer/accel mode are defaults now
- can move/remove path nodes in navigation mode
- glitchfix: truck moving without fuel
- some sounds changed
- last joined multiplayer server highlited in list

24/10/14

- steering wheel support
- new achievement: MANUAL GEARBOX
- bouncing rocks fixed

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- vehicle damage calculation more accurate (higher damage)
  - engine autostart when pressing accelerate
  - "engine stalling" progress bar looks changed
  - ESC key (default game menu) can now be assigned/reassigned
  - gamepad acceleration trigger behaviour improved
  - ingame chat history and scroll
  - version now visible in main menu

#### **. Oovee updates regarding Spintires: Oovee updates regarding Spintires**

We openly admit that communications between Oovee and our customers have been weak over the last few months. Our customer base grew far beyond what we initially expected and we needed to cater for that quickly – the development plans became sketchy and before we knew it we had a runaway train. Please accept our apologies.

We are changing the way we work, for good! Oovee is now being streamlined and the way we work is much more structured, and that's thanks to the recent team meeting we had from both sides of the pond. Another team meeting is scheduled for March which we will discuss internally more of what is said below, plus other things.

In the past there has been speculation regarding the relationship between Oovee and our programming god, Pavel. Yes - no relationship goes without its problems, however, we have settled the communication issues that we have had in the past.

Some of you have been expressing your disappointment regarding the miscommunication between various Social Media outlets. From now on, any statements made by Oovee will be translated into a suitable language for the Social Media geographical base. Communication will be synchronised.

#### **Testing / QA and new Experimental / Dev branches.**

Our testing and QA program in the past has been flawed. We have opened the door to a new idea which involves a 2 stage Testing/QA program.

Firstly, 'builds' will be tested internally by a group of dedicated people – feedback will be collected and then a new 'build' is produced with necessary fixes. After this, we will open the 'build' to a larger group of selected people with a wide variety of computer configurations.

Once we are all satisfied that the build passes our stringent QA test, it will be made publically available in the form of a 'stable release'. This will be automatically downloaded by our customers.

Introducing to you a new Experimental / Dev branch that will soon be available on Steam for you to opt-in. This will include new features and changes to Spintires for you to experience and provide us with your feedback. If feedback is positive, some of those new features developed here will be seen in the 'stable release' version at a later date.

The available branches to choose will be the following;

- Stable (current)
- Previous
- Experimental/Dev

#### **Future update roadmap.**

Our intention is to release updates to the 'stable release' once per month minimum, with interim bug fixes in-between. There is an update currently being tested that includes a fix for the G27 steering wheel support & Mp saves relating to the Steam timeout issue.

Moving forwards, our next large update will include 'Mod support' expected in early April.

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The next is scheduled for early May, which will include a 'Cockpit camera view'!

Further announcements on these new features will follow soon.

### **DLC Path**

There has been controversy within the community over our decisions with DLC, however we can happily confirm that a new DLC is heading your way this summer. Expect us to *spring* some more details on you regarding this over the coming months.

### **The next Spintires**

How can we possibly talk about the next iteration of Spintires when we still haven't finished improving the current version of Spintires? Well to be fair, software is never finished and we understand that. But with the huge success of the Spintires release, it's kind of a no-brainer but to continue the franchise and create an even better game with a larger team and a larger budget.

So with great pleasure we can confirm that planning has commenced for the next iteration of Spintires, whatever form it may come in. It is suggested not to ask too many questions about it because we simply cannot answer them just yet.

### **Finally**

Thank you all for your continued support, it takes great pleasure to provide you with your dreams of the best off-roading experience available to the digital world. Let's toast to the future of Spintires!. **An official word plus exciting news...:**  
Announcement made by Zane Saxton

"Comrade's,

We would like to apologise for the recent time-bomb related bug that prevented you from playing Spintires, it was totally unacceptable and we appreciate the frustration it must have caused you.

A member of our community named 'Localhost' along with our Moderators had kindly provided you with a temporary fix that you could use whilst we continued to produce the official fix.

Luckily we have now identified and fixed the bug which was not sabotage like some of the media suspected. The bug was identified by Pavel when running an older test build side-by-side with a newer build - it turns out it was some code that Pavel had invented to try and deal with piracy and DRM issues.

Pavel explains here: "bug was related to self-checks that which I tried to invent myself to prevent the game from being pirated and modded".

After the recent media speculations, it's entirely up-to-you if you will believe such a story or not. However, with that said, we accept responsibility for not communicating with our community as much as we should have and perhaps if we had done so, the guesswork by the media wouldn't have been steered so negatively.

It was interesting to read the conspiracy theories about sabotage from the media though, especially when an unnamed media outlet clearly announced they haven't even contacted Oovee at all about the subject. It does highlight the fact you should only consider official statements directly from the Oovee forum or website as true.

We would like to take the opportunity to thank our moderators and members who supported us during these difficult times, your actions do not go unnoticed.

Now it's time to move onto something more positive...

Behind the dense forests, swampy lakes (or big black twisters) we have been working hard to secure a deal with a partner, and it is with great pleasure we can now announce that Spintires will be coming to both Xbox One and PS4 expected to arrive early

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2017.

If you are not a fan of consoles, do not fear - it is also good news for our PC fans since it now means we will be expanding the development team for that platform as well! It may have taken us some time to secure and announce such a deal but work has already commenced and in the next few months you will hear more details about the ports and additional updates for the PC platform too.

Many thanks for your continued support, love and inspiration.

Zane Saxton, and everyone from Oovee.". **Build (10/01/15 v1) - Default Public Build (Stable) with new 'Flood' map:**  
Hi there everyone!

We have pushed live as Default Public Build (Stable) new build that contains brand new map called Flood.  
You will also find 4 new achievements to unlock!

Unfortunately along with this build The Pit map becomes unavailable as it will need the code update - sorry for that.

Change list for the build:

added map: Flood  
added truck trailers: garage cart and utility cart  
added XML inheritance, added type C-6522 blue version  
added pole wires  
added icons for map borders  
settings tweaked for some trucks/trailers  
increased draw distance for leaves lying on ground

P.S. For all that long the Pit and other mods/maps, please check the Legacy branch in Steam Betas tab.. **DEV231015 - Update Release + Changelog:**

Hi everyone,

Today we are bringing you the long awaited update... a lot of time has been spent on killing all of the major bugs over the last 10 builds, but please be aware that there may be some very minor bugs still existing in this build. We hope that you will be understanding with the next bit of information: -

Workshop is ready, with some finishing off to do – however, the remaining programming that needs to be done could not be completed until this build was stable. This is where we had to make a decision, either 1) release the update as it stands, with workshop and the editors to follow over the coming weeks, or 2) break the news to you that you would not be receiving the update that is ready to be released, until workshop and the editors were ready to go.

After much consideration, we have made the decision to release this stable iteration of the update, minus full workshop implementation and the editors due to them being incomplete at this time.

However, there is a silver lining to every cloud. There are five new trucks and some modified original trucks available, that are the first official content available via workshop by Oovee. Of course, it is one of the most stable and tested builds we have released.

We have the following new trucks, that are available via workshop:

- B-66
- B-131
- C-4310
- D-537
- K-700

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Please note that mods were previously tolerated despite the contradiction of our EULA, however, it is important to note that these mods are a form of hacking and we have not **officially** supported mods up until this point. Workshop is our way of giving our player base the opportunity to upload and download mods directly from one central hub - although up until this point, they have been hosted on this forum and on a number of other sites.

For those modders that have created trucks, the truck/mod editor will be available soon and will allow the user to create a mod directly in the editor and export to Steam Workshop.

For those modders that have created maps, the map editor will be available soon and will entail a conversion of the map to the most up to date version in order to be playable.

Please note, that if you read the [Original Post for this update](http://www.oovee.co.uk)[www.oovee.co.uk] you will see that what we need for mod support to work in its entirety is not far behind our reach. Please remain patient and more details will be confirmed in due course.

Now, we will show you the long changelog for your viewing.

**22/10/15**

- folder/file structure changes- maps cosmetic changes (+ as a bonus "bushes" spawn location at Proving grounds now works)- truck format change (mass selector instead of numeric input) + maz7310/535/kirovets700 properties changed slightly- winch bugfix: stop suggesting winch when attaching different winch (multiple winch MP bug not yet fixed)- MP bug: wheels not spinning for 4x players game (was a major network bug affecting all MP games, be it 2,3 or 4 players)- assets improvements (log cart fixes, wooden bridge, logs texture, leaves textures)- multiple broken achievements bugfixes (fisherman, david, various objective achievements)- some performance optimisations (collision check when spawning trailers/trucks)- visual fix: tracks now visible over "dirt bridge"- "lying spruce" properties changed a bit (more traction so it's easier to get over it). **DEV191215 -**

**Update for the holidays:**

Good day off roaders,

I am sure you have all realised that the last update was at the beginning of November - but with a lot of work being carried out and it being spent between ironing out more bugs on the update, fixing the truck editor and developing the map editor, it has been a challenge. Well, at this point, we are testing the map editor and it will be made available once some errors and bugs are removed as it seems to crash and spark error messages regularly. I know a lot of you will be saying "I don't care, just give me the map editor" - but then it is down to us to gather all of the bugs posted by everyone, syphoning through a lot of posts saying the same thing and then it all has to be posted on our bug tracking facility. Some of you may think that would be great, but it is not justifiable for us, especially with our own testers posting on our bug tracking facility also.

While we are on the subject of the editor, despite everyone having seen it already, I will officially announce it here - the truck editor is officially available to the owners of Spintires.

I see so many of you are enjoying the workshop element now included in the game - we are quite impressed with some of the creations that are being uploaded. We are currently looking to create a 'certified scheme' which will allow mods that really draw our attention to become certified by us - new players will be able to see which mods are the full package and are finished at a high quality. This will also give us the chance to engage more with our customers on the modding side, as they will see that we are taking a great interest in what hard work they have been putting in.

Here, today - I give to you the changelog for the latest update:

**16/12/15**

- dont allow user maps for lobbies with "active achievements"- minor map fixes

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