

PolyTrack

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PolyTrack is a low-poly racing game with loops, jumps and high speeds, where every millisecond counts. The game is heavily inspired by *TrackMania*, where you race against the clock to improve your time on different tracks.

The game includes a level editor where you can create tracks, which you can then export and share with others.

Game instructions:

- WASD or the arrow keys to drive.
- R or enter to restart the track.

Editor instructions:

- Left mouse button to build.
- Middle mouse button to rotate the view.
- Right mouse button to pan the view.
- Shift + mouse wheel to go up or down.
- R to rotate the selected part.

Menu music: "Sci-fi Theme" by Maou (CC-BY 4.0) - <https://opengameart.org/content/sci-fi-theme-1>

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Development log

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[PolyTrack 0.3.1](#) Oct 29, 2023

[PolyTrack 0.3.0 - Checkpoints & leaderboards](#) Oct 22, 2023

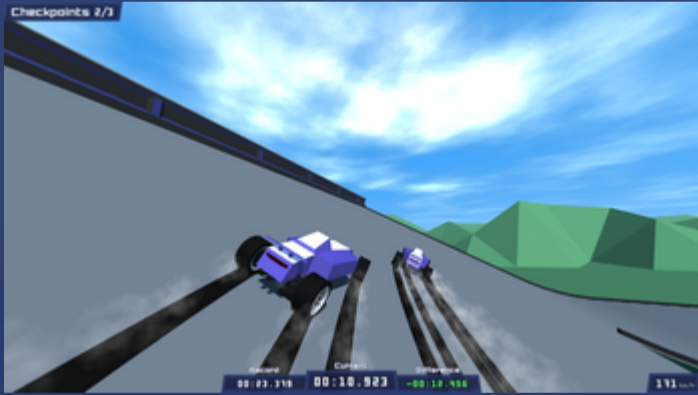
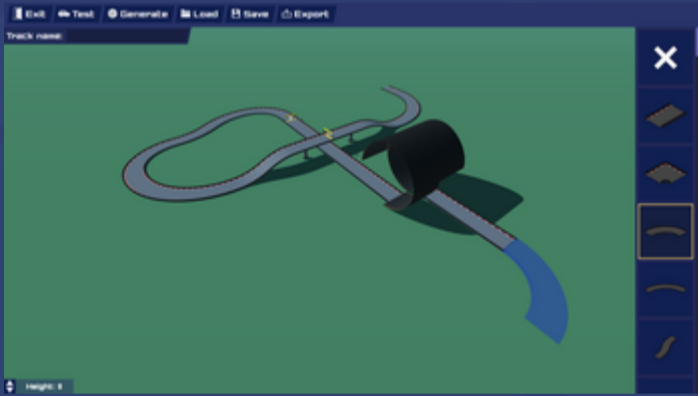
[PolyTrack 0.2.0](#) Mar 21, 2023

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58m



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[I got a track that's mostly fast parts, massive jumps, and is not cheesa...](#)

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1d
- 

[Something tells me this is gonna get SUPER competitive...](#)

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