Pit Pass 5 Download For Pc [Torrent]

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About This Content

From Kevin Harvick's Busch schemes to Tony Stewart's retirement ride, Pit Pass 5 features over 30 paint schemes ran in the 2016 NASCAR season… for FREE!

Title: Pit Pass 5
Genre: Racing
Developer:
Monster Games
Publisher:
Dusenberry Martin Racing
Release Date: 17 Feb, 2017

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Minimum:

OS: 64bit Versions of Windows 7, Windows 8, Windows 10

Processor: Intel Core i3 530 or AMD FX 4100

Memory: 4 GB RAM

Graphics: Nvidia GTX 460 or AMD HD 5870

DirectX: Version 11

Network: Broadband Internet connection

Storage: 10 GB available space

Sound Card: DirectX Compatible Soundcard

Additional Notes: Supported Graphics Cards: AMD HD5870 or better, HD6870 or better, HD7790 or better, R7 260 or better, R9 260 or better Nvidia GTX460 or better Series, GTX560 or better, GTX650Ti or better, GTX750 or better, GTX950 or better

English

A batch of year-end paint schemes from the 2016 Sprint Cup season. They're mostly accurate, except for a standard NASCAR logo replacing the Sprint Cup decal for licensing reasons. It seems as though this is a push to get these last 2016 items into the game and off the cutting room floor at the last moment, but they're all very well-constructed and they're free, so there's no real loss here.

The one thing that I find strange and a tad irksome is that DiBenedetto's Heat Evolution #49 now is used at Homestead-Miami, as it was in real life, despite all of his other paint schemes being changed to the #83 regardless of real-life number. I figured it was for the sake of consistency, and it feels a bit off for him to be driving the #49 at the end of a season instead of the Heat Evolution #83 that also is already in the game. The number switch was essentially a decorative move since he wouldn't have a shot at championship standings anyways; here, he very well could be a top contender and change numbers at the end of the season for no reason. Actually, no other alternate-numbered car in the entire game is given its proper number. DiBenedetto has every #83 car regardless of if he actually drove it that race, same goes for Ryan Ellis, Labonte takes every #32 scheme despite GoFas rotating drivers often, and Kyle Busch's one-off #75 is also reworked into a standard #18.

I kinda liked the car numbers and drivers being made uniform for the sake of the game. I hope this isn't a sign of that no longer being a thing in future entries; it gave it some consistency and a unique touch to the vehicles as depicted here specifically.

Anyways, all of that aside, I finally get to have the Kelley Blue Book #24 I've got a diecast of (and already drove in a mod for NASCAR Racing 2003 Season), and it doesn't cost me anything, so I'm happy they closed out the season with this pack and got in everything they could.

(It's also worth noting that Kevin Harvick's Busch paint schemes, like with Brad Keselowski's Miller Lite schemes, are age-gated, as far as I can tell. Despite being a long-time sponsor, and even the title sponsor of one of the national series, this is the first time that Busch has *ever officially appeared in a NASCAR video game, so that's a tad exciting!). says its in my library but is not. Finally getting some chevy and fords! loads of Harvicks a few Chase Elliots however... I own all the free packs and still no Jimmie Johnson or Danica Patrick. But Hopefully the 2017 update will have them*

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