



Press Kit

Project Information:

- Title: Drift Stage
- Developer: Super Systems Softworks
- Publisher: Storm Electricity
- Genre: Arcade Racing / Racer / Drift Centric (Mechanic).
- Platforms: PC (Steam) – Windows, macOS, Linux.
- Release: January 13, 2023 (Early Access).
- Status: Early Access – Active Development (2026)
- Price: \$10.00 - \$20.00 (Projected)

Launched in 2014 as a proof of concept, Drift Stage is an arcade racer inspired by the decades of classics that came as a result of the early adoption of "video games" as a format by the automotive industry, press, and society as a whole. The evolution of early "driving" replications in primitive arcade games; decades of refinements and a shared vision of using these emerging technologies to create accurate and educational – as well as entertaining "simulators" began to develop. With this understanding as its core concept – Drift Stage applies the themes, and experience of this era of hybrid racing and digital media to a streamlined, skill based experience – with an emphasis on player accessibility – paired with a high skill ceiling. Rewarding and engaging gameplay have created a formula for success often repeated by Drift Stage releases.

Graphical techniques and mechanical formulas derived from this gold-age of racing; including the application of "HD" sprite based textures – with color counts often under 15 colors; all applied manually to low polygon models with special texture stretching techniques that allow for Drift Stage's unique art style.

In the hands of a skilled player Drift Stage delivers intuitive high-speed drifting, with unique visuals and, after a proven record of engaging, near historic releases at some of the most iconic expositions to have ever been held - Drift Stage captured global attention in early 2015 when its completely free "alpha demo" went viral in the racing and gaming communities –

appearing on even the largest mainstream media pages – including "The Verge" – achieving a audience segment from the broadest possible range for a project of this scale; and most racing games in general, as Drift Stage offered a wider appeal than a typical racing franchise.

The 2015 Kickstarter campaign successfully completed with 2,650 backers and received enthusiastic coverage from most active press at the time, including: Game Jolt, Autoweek, Red Bull, Rolling Stone, Kotaku, Rock Paper Shotgun, Road & Track, and others. After a period of challenges that derailed and disrupted the planned release of Drift Stage, the project has returned with renewed momentum through a partnership with German publisher Storm Electricity, as of 2026 – with a goal on modernizing and optimizing the existing code base to allow further development, and eventual completion of Drift Stage.

Early 2026 efforts to begin Unity version porting is now complete, providing a stable modern foundation. The team is actively fixing issues, restoring features, and preparing expanded content while staying true to the game's original spirit; making efforts to apply as much user feedback as possible.

Key Features:

- Extensive roster of exotic cars and tuners.
- Scenic tracks blending sunny beaches and neon city highways.
- Fluid, accessible arcade drifting that rewards skill and style.
- Local split-screen multiplayer and time trial ghost racing.
- Advanced decal/livery editor with Steam Workshop support .
- Decades of work invested in design, planning – asset creation.
- Rare 3D visuals with handmade model, textures, and surreal parallax effects.
- Original guitar soundtrack.

Target Audience:

Fans of classic arcades, drifting / racing enthusiasts, metal lovers, and players who enjoy stylish, nostalgic, and customizable racing experiences. Also appealing to fans of early 3D technologies, and game-consoles.

Windows:

Minimum:

- OS: Windows 11.
- Processor: 1.7 GHz Processor.
- Memory: 4 GB RAM.
- Graphics: NVIDIA GeForce 8 series / ATI X1600 / Intel HD 3000 or better.
- DirectX: Version 11.
- Storage: 700 MB available space.
- Sound Card: Sound Blaster or better.

Recommended:

- OS: Windows 11.
- Processor: 2.5 – 4.0 GHz Processor.
- Memory: 8 GB RAM.
- Graphics: NVIDIA GTX 460 / AMD R7 260X or better.
- DirectX: Version 11.
- Storage: 1 GB+ available space.
- Sound Card: Sound Blaster or better.

Note: Use of "Mobile Joypad" functionality requires a smart-phone with a compatible camera, or QR code reader. Mobile Joypad QR codes can be scanned at the "car select screen" to connect your phone for use as a controller.

Mac-OS:**Minimum:**

OS X 10.5.8 or later, 2.0 GHz Processor, 2 GB RAM, NVIDIA GeForce 8 & higher, ATI X1600 & higher, or Intel HD 3000 & higher.

Recommended:

2.5–4.0 GHz Processor, 8 GB RAM, Nvidia GeForce GTX 460 (1024 MB) AMD Radeon R7 260X (2048 MB) / equivalent.

Linux:**Minimum:**

Ubuntu 12.04 / SteamOS equivalent, 2.0 GHz Processor, 2 GB RAM, NVIDIA GeForce 8 & higher, ATI X1600 & higher, or Intel HD 3000 & higher.

Recommended:

2.5–4.0 GHz Processor, 8 GB RAM, Nvidia GeForce GTX 460 (1024 MB) AMD Radeon R7 260X (2048 MB) / equivalent.

Additional Notes:

- Low overall requirements suitable for a wide range of hardware.
- Xbox One Controller Support, Mobile Joypad support (smart phone).
(Multiple controllers recommended for split-screen).
- Broadband internet connection required for Steam features and Workshop.

Fact Sheet:

Developer: Super System Softworks
Location: USA

Publisher: Storm Electricity
Location: Germany

Press: Scene World
Location: Germany

Festival / Expo Appearances:

"The Mix @ GDC" Indie Media Exchange – San Francisco, California – 2015
Minecon 2016 – Anaheim, CA – 2016
E3 2016 – Los Angeles, CA – 2016
E3 2017 – Los Angeles, CA – 2017
INDIE Games Fest – Cologne, GER – 2026
Gamescom 2026 – Cologne, GER – 2026

Official Links:

[Drift Stage Official Steam Page.](#)

[Official Drift Stage Website.](#)

[Drift Stage Kickstarter Archive.](#)

[Drift Stage Steam Early Access Trailer - Youtube Archive.](#)

Contact: driftstage@sceneworld.com for inquiries.

Press keys available upon review.