

NOTE: Hi, all. I, Noah N. Copeland, am stepping down from SD 16-bit, but the team will continue without me. Read more [here](#).

SONIC DRIFT 16-BIT FAQ

At Christmas SAGE 2023

Q: What is this?

A: A bold re-imagining of the Sonic Drift series. It mixes elements from Sonic Drift 1, Sonic Drift 2, and the Genesis classic trilogy. It is a fan game. Watch the trailer [here](#)!

Q: Where can I play it?

A: The Christmas SAGE 2023 demo is here

DEMO: <https://gamejolt.com/games/sonicdrift16bit/859428>

Q: Will it come to Android?

A: I hope so! I haven't tested Android yet. The SAGE demo will be PC only for SAGE. But I would like to get the final game on as many as possible.

Q: Will it have multiplayer? Online?

A: We are working on local multiplayer for 2 players. We would need to test online to see if it's viable. I would love to have it.

Q: Will it have a story mode?

A: That's the plan!

Q: Is it Genesis-accurate?

A: I'm not as interested in adhering to Genesis limitations so strictly this time around, but will still respect them. I want to prioritize fun over realism. Maybe it was a CD or 32x, or one of those cartridges with an extra chip. Try not to dwell on it, and just have fun!

Q: Will it have [insert character, feature, stage]?

A: We are still early in development. Time will tell!

The game will include some stages from Drift 1, some from Drift 2, and some from the Genesis classic Sonic games not seen previously in Drift! (but not every stage from any of those games). We hope to expand the track roster even further after launch.

Q: I thought you were done with fan games?

A: I was! But this idea brought me out of retirement xD

I want one last go around at a fan game, and this one is a smaller "side-quest" compared to STT 16-bit.

Q: Why is Sonic in a car?

A: Cause then there'd be no competition, silly!

Q: Why is it not exactly like the old Drift games?

A: Cause then there'd be no point in a re-imagining, silly!

Q: Regarding the drifting?

A: We are still fine tuning the controls! Here are some tips:

When drifting, pressing in the direction of your drift will SHARPEN your turn.

Pressing the direction opposite will WIDEN your turn.

Pressing no direction will maintain your previous direction.

Q: Why is it called Sonic Drift 16-bit? I see stuff from both Drift games!?!

A: Several reasons.

1. I wanted to keep "16-bit" in the title for "brand" consistency from my last game.
2. I didn't want too many numbers. "Sonic Drift 1 & 2 16-bit" is just too much.
3. It's short, sweet and to the point.

It's a Sonic Drift game, but it's in 16-bit style. Therefore, it's called "Sonic Drift 16-bit."

It's not a remaster of any particular game. It's a re-imagining.

Q: What engine is this?

A: GameMaker

Q: Crash Nitro Kart meter?

A: Yes, that is used as a placeholder...

Q: Will there be mods? I'd like to take the game you made and then make something else.

A: GameMaker (the version we use) doesn't really support mods in the way you are thinking of. Some people found a way to mod my last game so it's possible, but you're not getting a loader or anything from me. It's not realistic, unfortunately.

Q: What do the rings do? Are they speed?

A: No, they do not make you go faster. They act as "health." If you get hit without rings, your character "dies" and then respawn, which takes a lot longer than if you got hit with rings. So you want some rings on you at all times.