Game Information and Requirements:



Game Name: Asphalt Nitro 2 GFX

Ultra

Game Version: 1.09+GFX Ultra

Game size: 70MB

Game User Data: 400MB to 500MB

Ram required: 2GB RAM minimum

(25-40fps)

Processor requirement: Any processor with antutu score of 70.000+

fps as per antutu score: 70k-100k = 25-50fps 100k+ = 50-60fps

[To play at 120fps you need to set your refresh rate to 120Hz]

Android version requirement: Android 5.1.1+

(This version may not work on tablets with a bigger display, emulators, Android tv, or any devices with display smaller than 5 inches)

Mod features (v1.09+GFX Ultra):

- 1. Improved touch control (Gyro sensor improved)
- 2. Unnecessary motion blur removed
- 3. Ultra HD Graphics 120fps (adapts native display resolution for higher quality/graphics)
- 4. Fixed so many bugs
- 5. Automatic motion blur after reaching 160 KMPH
- 6. Improved sun/rays reflection
- 7. Water can reflect animations too
- 8. Remodeled Bugatti texture (test)
- 9. Loading screen changed
- 10. Splash screen/Water drops on screen while driving on wet/(water on tracks) tracks
- 11. Nitro reflection from Asphalt 9
- 12. Motion blur from Asphalt 9
- 13. Working Multiplayer
- 14. Adapting to native display resolution now should work on Android 13/14

- 15. Screen zoomed on Android 13/14 fixed
- 16. SDK version update
- 17. Google play protect virus scan fixed
- 18. Knockdown animation improved
- 19. Offline/Online both support
- 20. Icon pack changed
- 21. And more...

Download Link:

v1.09+GFX Ultra (copy this link and paste to browser) (No more available)

NEW UPDATE:

v1.10A+GFX Ultra (Minimum 3GB of RAM required)

(new features and fixes):

- 1. Android TV support
- 2. Gamepad/Controller support (test)
- 3. Fixed many bugs
- 4. Loading screen black out fixed
- 5. Copy-paste package file to save user data fixed (root access needed)
- 6. Added previously modified car textures file (justice for Bugatti 💀)
- 7. Removed extra colorful car textures (cause of crash is fixed)
- 8. Removed new added track textures
- 9. Multiplayer standings bug fixed
- 10. Package error on some devices fixed
- 11. Native resolution cap at 1920×1080 for lower devices
- 12. Mod for special dusty air (test)
- 13. Full screen mode not working on Android 14 fixed
- 14. Knockdown animation upscaled (from Asphalt 8)
- 15. Improved physics, Car jump/bounce fixed/improved
- 16. Fixed package invalid error for Android 11 (uninstall and reinstall the new update if you're using Android 11)
- 17. And more

Download Link:

v1.10A+GFX Ultra (copy this link and paste it to any browser)

https://www.mediafire.com/file/6s87ap1htymvgyv/Asphalt_Nitro_2_GFX_Ultra_v1.10A%252BGFX_Ultra.apk/file

v1.10A Normal (for lower devices with 1 and 2 GB of RAM) (features);

- [All features of GFX Ultra version except for Graphic mods, Textures, UI mods, Motion blur, Upscaled resolution]
- Native display resolution cap at 1080p for smooth gameplay

Download Link:

v1.10A Normal (copy this link and paste it to any browser)

https://www.mediafire.com/file/nlwy108mzwkujni/Asphalt Nitro 2 Normal v1.10A.apk/file

NEW UPDATE:

v1.11A+GFX Ultra (Minimum 3GB of RAM required)

(New features and fixes):

- 1. No more annoying fuel system
- 2. Gameloft pop-up screen removed
- 3. Random pop-up removed
- 4. Gameloft more games pop-up removed
- 5. Internal package path modified
- 6. Shaders fixed and improved
- 7. Removed unnecessary resources/files/binds
- 8. Crash fixed
- 9. Fast load/Lag reduced
- 10. Far view improved
- 11. Sensitivity default to 85% fixed
- 12. Motion blur improved
- 13. Textures improved
- 14. And more

Download Link:

v1.11A+GFX Ultra (copy this link and paste it to any browser)

[Must read the text (.txt) file before updating/installing]

 $\frac{\text{https://www.mediafire.com/file/iwp60i1qfue6egq/Asphalt Nitro 2 GFX Ultra v1.11A\%252BGF}{\text{X_Ultra.zip/file}}$