

# jogo online jogo online jogo online

Moments before the horrific, blasphemous death of flash, the java script version of Happy Wheels has arrived. That was close. Sorry for the delay. Hopefully the fear of losing Happy Wheels did not prevent your restful sleep. If you didn't even know it was in development, then here is your exciting news. This is the first public version of the game, so please allow some time for the remaining bugs to be ironed out. Though I still love flash, what's great about this version is that it performs very well on mobile devices. However, this release does not yet include on screen mobile controls. That will be added in the next update. If you're desperate to try it out on your phone, a bluetooth keyboard works very well. Though I mentioned previously that the game would now run at 60 fps, some of the heavier levels definitely bog down at that framerate. It is already possible through a setting though, so perhaps I could host a 60 Hz version on another page for those with super beefy processors. Aside from that, Happy Wheels JS should be pretty close in every way to the original. The database of users, levels, and replays remains the same. The only thing lost is the impending doom of the end of existence. Goodbye Digital are my friends in London responsible for the port of the game, and they have my eternal thanks. This took far more effort than expected, and they even managed to make a custom port of box2d just to maintain all the quirks of the original game. I'd also like to thank site and discord admin Kittenswolf for his help, and everyone else beta testing on discord for the past few months. Thanks to everyone else for still playing Happy Wheels 10 years after its launch, even without updates. I don't know why this is still happening, but I wouldn't be doing what I'm doing without your help. Special no thanks to the few international randoms who have inspired a resurgence in DDOS'ing the site over the past couple months. The original flash version of Happy Wheels will, for as long as possible, be located here Yes, my full time job is still developing the sequel. No, I am a slow recluse and will not share anything. Ok, that's it seeya.

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