

DiRT Rally 2.0: One of the Many Elixirs of the Rally Simulator

For the enthusiast of race-type games simulator, always sound several names generally refers to titles that have their renown thanks to their simulations of iconic tracks or in some case invented tracks, which lead to the turn-over and driving experience in something rewarding

Although there is always a detail to think about, usually the simulators of this type are focused on one type of tracks, the paved ones, legal circuits or closed streets. That although they still have their charm, thanks to the constant evolution of vehicles that make presence.

There is always something more. in this case the other side of the coin, those who enter the category of Rally. Be it in its version 4 or 2 wheels. These types of competitions have always aroused a detailed nerve of the most passionate for races without limitations in terrain.

Whatever the age of the fan, there will be a section of those who have passed through competition that enter the category and have a place in their hearts.

From the WRC Rally, with the famous stages of Argentina (including a magnificent performance by Colin McRae in the 98'), the Australian stages, or the cold snow-covered stages of Sweden.

Although it is inevitable to touch the water and even throw themselves to take a dip in respect of the elephant in the room, cars.

From the classic and fine as they are Renault-Alpine A110 or the Lancia Stratos HF, to the thirst for glory and risk that provide the cars of the Group of death (Group B). That mentioning just one car of that was a crime.

The thrilling noises, from the raw engines of an Audi Quattro, to the refined but cruel noise of the V6 of the Stratos, courtesy of the company Ferrari, any fan who only saw through the screen these kind of beasts, would like to be able to drive them, some even being aware of the risk involved, others to know what it is like to be in that role of pilot without fear

From the keyboard or controller players, to the most passionate with its steering wheel and cockpit of renowned brands.

DiRT and the Codemasters name, is not foreign to this racing subgenre.

The successor to what were Colin McRae's Dirt games with a heavy legacy on his back, he was able to handle pressure and gave a huge taste of what was coming.

With each game the saga had a great evolution, thanks to the engine of the house "EGO Engine" no one had a failure that could ruin the experience of play that was forging along with the mystical company gave with the aesthetics so own, but without becoming foreign to the main discipline.

When people began to integrate more disciplines, passionate about the beginnings, nostalgic so to speak, they asked for a good return to the classic style based on only rallies

So coming out the same day that was announced (at least in early access) DiRT Rally "1" Which brought that vibe, but remastered and more focused on simulation, so with the success that brought this approach was so enjoyable but complex.

It was obvious that a sequel to this "spin-off" would be in the works, which would appear after DiRT 4.

Bearing the name of DiRT Rally 2.0, would be present one of the cult games in the simulation of Rallies, Being the kings of the modern era, even without having the license of the World Rally Championship, which showed the power that handled

Including the famous Circuits of Argentina, Poland, Australia, New Zealand and Spain in its launch.

It maintains history and nostalgia, with cars from the historic 60's, Group B (in its variants) and Modern until the possible dates.

Equipped with an enviable climate system, degradation of the road surface, among others. This game despite its focus on experience with a fully prepared setup. Can be enjoyed on keyboard or controller, and even there have been competitive players known for Playing with this types of Inputs

"Hard to master" is the word that best describes the driving system, being notably unfair for those who do not belong to the hardcore sector of simulators, but despite how steep this is the learning curve, once you manage to climb it.

The game becomes a challenge for your own reaction time and your knowledge in the settings on your car, do not expect to break a world record with the car without any adjustment.

Each stage has its proper "sweet spot" in the car's settings, so experiencing is something that should not be feared, if not more than anything is a duty, from my experience, the most advisable to control well the junk in times of long roads, was to lengthen the gears and harden the suspension almost completely, because even

though it lost grip. (which many will say is a serious loss) It helps you much more to the response of the car and to move in the sections, be it the tighter or the one that has more cliffs.

Every pixel counts. I don't say it as if it were a myth, here if you want to keep an undefeated time for more than one or two days, you have to take risks that are almost healthy for a real pilot, Enter without fear and go inside and outside the curves as if you were programmed to make it butter-smooth.

Fear is not lacking, jumps are not forgiving and the game does not change.

But keep in mind, that bad grass never dies, and although there are some problems with the ones who use tricks, the times remain unpolluted as far as reality is concerned.

There is an honor code that is always used even though you are not in the competitive, "If you are going to cut, do it realistically," it is not worth doing the stretch for the part that has no road marked, because here in this game, What is most important is the reputation and clearly also the skill.

So do not expect to achieve something only with a little talent, practice and repetition are everything

There is no truthful way to describe the experience of cutting off every millisecond of a real rival in one stage, but the gratification of reaching the end point with a difference of one second between your times and those of the rival.

The DiRT Rally experience has its pros and cons, but what matters most here is.

It doesn't matter who you are, only that you manage to do it.

For me personally, the game is entering a score of 9.2/10, you can not reach perfection. you have to be realistic in these cases, but good. if I touch one of your nerves with any of the phrases that I said.. Why don't you try playing this game?

You never know if you can be the next to reach the top of the world