Today, I’m writing about a new game I started playing called DiRT Rally. This is a rally racing simulator. The player can choose from a variety of renowned rally cars and race in real life locations. All the tracks in the game are created from satellite scans and height maps of the terrain, so they’re as realistic as possible. The terrains are also realistically simulated, so you have to adjust your car and driving to match the terrain. The goal of the game is to complete each course with the fastest time possible, while not destroying your car and accruing time penalties. There are a lot of choices the player must make in this game, but I’ll only touch on the most important ones.

The most important choice the player must make is their driving style. In DiRT Rally, there are a variety of surfaces and weather conditions that can affect how your car handles. For instance, a track may have a mix of hard, medium, and soft gravel, plus some tarmac or water splashes. You as a driver must take into account these conditions. Most arcade racing games let you just mash the pedal and power through the course without much consequence. Not in Rally. If you take a jump too fast for example, your car may land improperly, which in turn can damage the radiator and suspension, and could result in a loss. Also, small bumps or crests can unsettle your car, making you lose traction. So, if there’s a corner right after the bump, you need to be sure you adjust your car so that you can tackle the road ahead. You have a co-driver who gives you directions to follow for the course. They will let you know how intense a corner is, what side of the road to stay on to avoid obstacles, and many other helpful instructions. As the driver, you must decide whether to heed their instruction or just use your own experience to complete the race.

Another choice the player is given are cars and tuning. There are a wide variety of cars in DiRT Rally. There are small, light cars with little power, and there are rally supercars that are insanely fast. Your car choice has a huge impact on gameplay. All cars in a class are required to be closely matched in power and weight, but there are still considerable differences. Some cars may be all-wheel-drive or front-wheel-drive. This will require two totally different driving styles by the driver, as each car will have its own distinctive handling quirks. Some cars can also have a different weight bias. This means one car may be heavier at the front than another. In this case, you will need to tune the suspension appropriately in order to compensate for this bias. You’ll also need to adjust your driving, because when you go over a jump in a nose-heavy car, there is a chance the car can be sent into a nose dive and be severely damaged. In this situation, you’ll need to accelerate to create a load on the rear suspension, which will launch the car with the nose in the air, allowing you to compensate for a nose dive. As a driver, you need to test and tune your car with shakedown runs in order to find a perfect setup that’ll let you finish the race safely and quickly.

In DiRT Rally, there are a large number of choices that affect the outcome of the races. This is by far the most difficult racing game I have ever played. The player needs to have excellent multitasking ability, in order to listen to the co-driver’s instructions and focus on the treacherous road ahead. Every decision the player makes can impact the race and cost or gain precious seconds.