

= Trials HD =

Trials HD is an Xbox Live Arcade game developed by RedLynx and published by Microsoft Game Studios . It was released on August 12 , 2009 as part of the second annual Xbox Live Summer of Arcade and was later re @-@ released in a retail pack alongside Limbo and ' Splosion Man in April 2011 . It is a 2.5D puzzle / racing game . The player must guide a trial motorcycle with exaggerated physics through various obstacles to reach each stage 's finish line . On September 6 , 2012 it was announced that a Microsoft Windows version of Trials HD would be bundled inside a special version of Trials Evolution , dubbed Trials Evolution : Gold Edition ? although this version changes the physics of the game . It is the third game in the series . On February 11 , 2016 , Microsoft added Trials HD as part of its backwards compatibility program for Xbox One .

The game was well received by critics , averaging 86 @.@ 1 % at GameRankings and 86 / 100 at Metacritic , two video game aggregate sites . In 2009 it received the Best Overall Arcade Game and Best Innovation awards , voted on by the Xbox 360 community . In September 2010 IGN listed Trials HD sixteenth in their top twenty @-@ five Xbox Live Arcade titles of all time . The game was a commercial success , with sales exceeded two million units factoring in collective downloadable content sales .

= = Gameplay = =

In Trials HD the player controls a rider on a physics @-@ based motorcycle from the start of the level to the end while navigating a number of obstacles . The objective is to complete the course as fast as possible and with as few crashes , known in the game as faults , as possible . The game uses 3D graphics , but is played on a 2D plane , so the rider can only move forwards and backwards . Players can also control the bike 's pitch at slow speeds or while in the air .

The game has a variety of courses in a range of difficulties from beginner to extreme . There are a total of thirty @-@ five courses in the game , and players can replay completed courses to attempt a faster time . Tournament mode sees the player attempt to complete a number of courses in sequence , trying to achieve a fast overall time with minimal faults . Twelve skill games can also be unlocked which place the player in different challenges . These include things such as riding inside or on top of a large spherical cage , achieving as many flips as possible within a set time limit , or towing a trailer with two large bombs as far as possible while keeping them from exploding by impact . Players earn medals based on their completion time , number of faults , and in the case of skill games , other specialized criteria .

When connected to Xbox Live , the player can view their performance in relation to players in their friends list . This is done by an in @-@ game meter which displays the closest friend to the player 's time which adjusts based on whether the player is leading or trailing the friend 's course time . Trials HD includes a level editor that allows players to construct their own courses and share them with players in their friends list . Every course in the game was created using the level editor , which allows users to create professional @-@ quality levels . It also features leaderboards for each of the game 's courses and modes . For each course the fastest five thousand times are able to be viewed as replays . During the replay the viewer can view that recorded player 's controller presses , allowing them to learn patterns and skills from it .

= = Development and marketing = =

Trials HD is the second 2.5D game in the Trials series , following Trials 2 : Second Edition . The game is based on the popular flash games from the same series . It was released on August 12 , 2009 as part of the second annual Xbox Live Summer of Arcade . RedLynx developed Trials HD using an in @-@ house engine coupled with a modified version of Bullet Physics Library which was optimized to utilize the Xbox 360 's CPU and vector units . RedLynx applied the physics system to give a realistic feel , but to maintain the enjoyment of a video game , they tweaked the physics to " bend the reality in just the proper way . " RedLynx saw this as a " crucial thing in making Trials such

a fun and addictive game " Previous Trials games used a much simpler in-house physics engine , however for Trials HD developers opted to use the Bullet library and devote one of the 360's cpu cores entirely to physics . Developers also improved on the Trials 2 engine by adding more advanced lighting and real time soft shadows .

Levels created for Trials HD were designed using the same in-house game level editor that allows players to make user-generated based content . All of the tools and abilities the developers had at their disposal can be used by the community . In an interview with Eurogamer , RedLynx 's Lead Programmer Sebastian Aaltonen stated that there were no plans to port the game to other platforms , adding " Trials HD technology has been specially designed for the Xbox 360 feature set . " The voice work for the game was done by three Pennsylvanian voice actors , Rake Yohn , Brandon DiCamillo , and Art Webb .

Trials HD was announced June 1 , 2009 at a Microsoft luncheon during E3 2009 . It was released August 12 , 2009 as part of the Xbox Live Summer of Arcade . On December 23 , 2009 the first downloadable content , known as the Trials HD Big Pack , was released . The content features twenty three new courses , new objects for the game 's built-in level creator and new achievements . A second downloadable content pack was announced for the game in July 2010 . The Trials HD Big Thrills Pack features forty new courses made by RedLynx , but unlike the Trials HD Big Pack it also features ten user created courses . These ten courses are to be decided from entries to the Big Thrills Track Creation Competition . The top three contestants were awarded prizes of \$ 50,000 , \$ 30,000 , and \$ 10,000 , respectively . Winners were announced on November 15 , 2010 . The Big Thrills Pack was released December 1 , 2010 .

== Reception and sales ==

Trials HD was generally well received by game critics . Aggregate websites GameRankings and Metacritic report average scores of 86.1 % and 86 / 100 , respectively . In its first month , the title sold over 300 thousand units . On September 14 , 2010 RedLynx announced that Trials HD had surpassed 1.3 million units in sales . Sales of the first downloadable content pack have also exceeded 360 thousand , with the second pack selling over 90 thousand units . On May 27 , 2011 RedLynx announced that sales have exceeded two million units . In 2009 , Trials HD received two awards voted on by the Xbox 360 community , Best Overall Arcade Game and Best Innovation . In a September 2010 ranking , IGN listed Trials HD sixteenth in their top twenty-five Xbox Live Arcade titles of all time . It was also awarded a perfect score by Xbox World 360 magazine .

Reviewers generally praised the game 's replay value . IGN 's Daemon Hatfield remarked that Trials HD had " truckloads of content " adding that the game 's features " really take advantage of what can be done with Xbox Live . " GameTrailers staff also praised the amount of content in the game stating that it was an excellent value for the price . Eurogamer stated that " it 's a game built for endless replay and community expansion beyond that . " The game 's leaderboards , especially the ability to have a view of where other players were at a certain time during a run , were widely praised by Brad Shoemaker of Giant Bomb .

One of the primary criticisms given by critics was Trials HD 's steep difficulty curve . Brad Shoemaker of Giant Bomb stated that he wished the difficulty curve was " a little smoother . " Daemon Hatfield of IGN further commented on the game 's difficulty , stating " It 's when you get stuck trying to get over some small hill and you see that fault counter in the top left corner counting up [...] that the game starts being more frustrating than fun . " GameSpy 's Anthony Gallegos added that the " limited number of tries per track feels arbitrary . " He was also critical of the game 's file sharing system , noting that instead of a repository from which to download tracks that sharing is limited to those in the player 's friends list . Tom Mc Shea of GameSpot also agreed that the difficulty on the latter tracks was " ridiculously hard " and shared disappointment in the file sharing system .