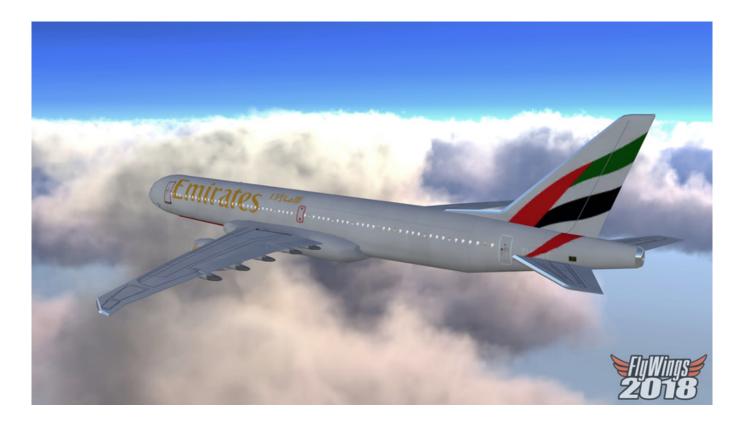
Assetto Corsa - Dream Pack 2 Download For Pc [full Version]



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About This Content

Welcome to DREAM PACK 2, the newest add-on content pack ASSETTO CORSA.

This package adds to Assetto Corsa the circuit of Catalunya (Barcelona) and seven new awesome cars in nine total versions. The circuit has been reproduced for the first time in a PC racing simulation using the Laserscan Technology, that guarantees the maximum level of precision in reproducing each detail of the track. The selection of cars consists in a perfect mix of vehicles of different classes, type and ages, ready to satisfy any taste of Assetto Corsa users!

- Features the Catalunya circuit in two all-new layouts: GP and MotoGP.
 - Features AUDI R8 Ultra 2014
 - Features BMW M4 Coupé
 - Features BMW M4 Coupé Akrapovic Edition
 - Features FORD GT40 MKI
 - Features LAMBORGHINI COUNTACH 5000 Quattro Valvole
 - Features LAMBORGHINI HURACAN GT3
 - Features RUF RT12 R
 - Features Scuderia Glickenhaus SCG003

The Circuit of Catalunya

The Circuit de Barcelona-Catalunya is a motorsport race track in Montmeló, Barcelona, Catalonia, Spain. With long straights and a variety of corners, the Circuit de Barcelona-Catalunya is seen as an all-rounder circuit.

Length: 4655 mt

The cars

AUDI R8 Ultra 2014
BMW M4 Coupé
BMW M4 Coupé Akrapovic Edition
FORD GT40 MKI
LAMBORGHINI COUNTACH 5000 Quattro Valvole
LAMBORGHINI HURACAN GT3
RUF RT12 R RWD
RUF RT12 R AWD
Scuderia Glickenhaus SCG003

Title: Assetto Corsa - Dream Pack 2 Genre: Indie, Racing, Simulation, Sports

Developer:

Kunos Simulazioni Release Date: 8 Oct, 2015

b4d347fde0

Minimum:

OS: Windows Vista Sp2 - 7 Sp1 - 8 - 8.1 - 10

Processor: AMD Athlon X2 2.8 GHZ, Intel Core 2 Duo 2.4 GHZ

Memory: 2 GB RAM

Graphics: DirectX 10.1 (AMD Radeon HD 6450, Nvidia GeForce GT 460)

DirectX: Version 11

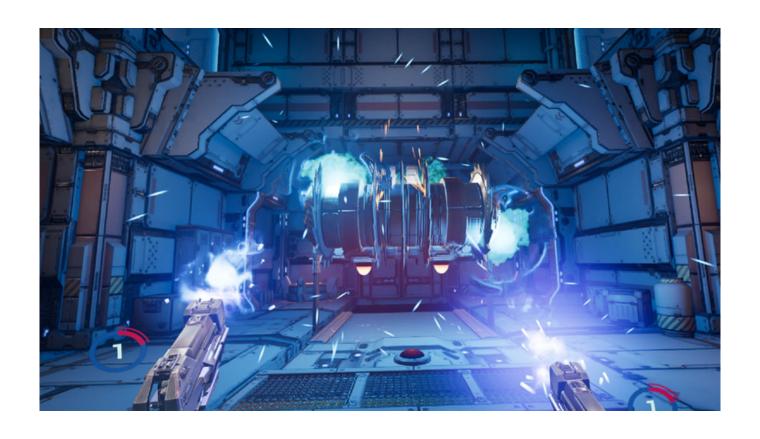
Storage: 2 GB available space

Sound Card: Integrated

English,Italian







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This is an excellent farm management sim; but I can't help but wish it could have been better. The first annoying thing you will notice is the camera is lacking. You can't zoom out very far, cannot rotate view, and even on the closest zoom you will strain your eyes just to see your people working. It's not a very flawed game though, and if you like this sort of genre you will definitely have a lot of fun. But, seeing how it borrows heavily from previous farm management sims, you will probably wish you could play those again instead. This game sports some unique features, but at the same time you will wish it had some that were available in older games of this type. For this reason I would highly recommend "John Deere: American Farmer" or "SimFarm".

Farming World is still a nice game, however.. Trials Rising returns to make some of the best trials gameplay since evolution. Gameplay wise, it is everything you want from a trials game, with tonnes of complex, beautiful maps, challenging expert levels along with the introduction of new "ninja" levels. Track central is filled with amazing tracks that rival the quality of the main game. Unfortunately this beauty is marred by questionable UI and leveling choices which only serve to put you off and frustrate you.

Seriously, if you like trials, or like the look of trials games, the gameplay is more or less flawless (in my opinion). However the terrible world map becomes an abomination once you've completed every map. You can sort and hide tracks but it isnt intuitive or fun to use it. A menu system similar to the previous games would have been so much better. You could have integrated a difficulty sorted menu into to world map in a much better way than what they have achieved.

Levelling is the next major issue with the game. It is not based on skill or medals earned, it is based on "experience points". You dont actually get much experience from completeing the tracks and so you are essentially forced to play contracts to level up, whether you want to or not. Some contracts are fun but sometimes you just want to play the next set of tracks. If the contracts were actually optional in terms of progression then they would have been better. A better system would be to use the old style where your progression was tied to the medals you have, leaving contracts as an optional fun section.

Track central's menu system nearly hits the mark but just falls flat. From my 60 hours of gameplay i have yet to see any indication to show which tracks you have played. Instead i have to "favourite" tracks i have completed so I know which tracks to ignore in the list. To add to this, when you complete a track, you are sent back to the main track central page. So you then have to go back into the new tracks list and scroll to where you left off. Its so simple i cannot understand why they missed this. Customisation is good, its basically the forza method of stickers. However loot boxes are a complete and utter joke.

This is getting long, one last thing. The game seems to focus on racing other people in real time. I didnt like this. I dont want to see ghosts of other people. Perhaps some people do, but i prefer to be on my own whilst trying to complete an extreme tack, because when i do eventually finish them i absolutely do not want to have my own feeling of relief followed up by another player shaking his\u2665\u266

With all of this said i have no intention to stop playing the game. As a trials game it is amazing and the track design is head and shoulders above the previous games. It is a shame that the game is let down by terrible UI & progression systems. Its like the team involved with UI, loot boxes and progression just had absolutely no understanding of what would actually work. But if you can look past this, underneath it is the trials game i have been waiting for. Most of these issues only really come to light by the time you finish the game so it is a brilliantly fun game, but in retrospect there are some glaring user experience issues that I cannot understand.

The trials gameplay & tutorials are leaps ahead of the previous games, but in other aspects they have taken steps back.

. It's fun. A new twist on tower defense, with ships and aquatic maps. I am no longer an atheist.. very good game with good scene. Do not buy until they fix the bug that ignores your play area, I physically cannot reach some of the objects in the levels because the object is so far away from my play area that it is out of the window of my room.. It's actually a rather fun top-down racer. Like a TRON-flavored R.C. Pro-Am. And since it's all 2D, it runs quite well on just about any laptop.

No, just no. Do not waste your money on this one. Spent 5 mintues playing with it a day quit. Just no content here worth buying.. there is no AI skrmis. I got this on a humble bundle. Its an excellent casual worms game. For less than 1 euro its superb!. One of the best "choice of" games I've played. Definitely worth a shot.. TL:DR: Good soundtrack, fun game play, controller support, would be better with full multiplayer integration.

Kind of reminds me of the old Sega Genesis game: Combat Cars.

First Impression Gameplay: https://www.youtube.com/watch?v=or6hM-sqz2o

I picked this game up based on the awesome trailer. Glad I did, because the game is quite fun. You're basically the getaway driver, transporting goonies from heist location to hideout.

Controlling the vehicle while shooting at the cops is difficult to execute, but rewarding when you clear the majority off your tail. I feel that full multiplayer integration would have made this game a bit better. Imagine having 4 or 5 friends sitting in the van, all shooting out while one guy drives.

The art-style reminds me of hotline Miami a bit, with VHS lines and blurring. It adds to the whole 70's heist feel, and I like it. The soundtrack is awesome and fits the game perfectly.

Gameplay does feel slightly repetitive at times, while your main objective to consistently drive from heist to hideout, then heist to hideout, etc. Again, full multiplayer would remedy this, especially if there was cops vs. robbers PvP.

All in all, the game is fun and worth picking up.. THE GAME:

This game is awesome, I can zone out for hours on end problem solving and working the market. I enjoy how challenging it can get with a lot to balance and manage at once, like a real factory! I have recommended this game to a few people now and they have all been really annoyed with me.. because of how much time they spend playing it because they're all really enjoying it too.. the asking price may be a little or a lot for some but it's totally worth it given how much time you can spend playing.

THE DEVS:

The Devs of this game are awesome, they are extremely active and helpful in the community discord, they pretty much answer everyone's questions and I dont think i've seen a day go by where I haven't seen them post in discord and appear to be just all round good guys. I look forwards to the future of this game with these devs at the helm.. -The only available resolution cuts off on the right and left of my screen

-I have two gamepads and for some reason Ameline splits the controls between the two of them ie; I have to reach over and use Y on player 2's game pad

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