
DiRT Rally 2.0 Torrent Download



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About This Game

DiRT Rally 2.0 dares you to carve your way through a selection of iconic rally locations from across the globe, in the most powerful off-road vehicles ever made, knowing that the smallest mistake could end your stage.

You will need to rely on your instincts with the most immersive and truly focused off-road experience yet, including a new authentic handling model, tyre choice and surface degradation. Power your rally car through real-life off-road environments in New Zealand, Argentina, Spain, Poland, Australia and the USA, with only your co-driver and instincts to guide you.

Race on eight official circuits from the FIA World Rallycross championship, complete with licensed Supercars and support series.

Develop your team and cars around race strategies, and progress through a varied selection of Events and Championships in both a single player Career Campaign and a competitive online environment.

- **OVER 50 OF THE MOST POWERFUL OFF-ROAD CARS EVER BUILT** – Tear through environments with an iconic roster of historic and modern-day rally cars, VW Polo GTI R5, Mitsubishi Lancer Evolution X & Citroën C3 R5. Also take on the challenging power of the Chevrolet Camaro GT4.R.
- **6 REAL LIFE RALLY LOCATIONS** – Take the wheel through the stunning environments of New Zealand, Argentina, Spain, Poland, Australia and the USA.
- **FEEL YOUR RACE** – Improved handling, surfaces, fallibility and environments deliver the most authentic and focused off-road experience ever.

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- **THE OFFICIAL GAME OF THE FIA WORLD RALLYCROSS CHAMPIONSHIP** – Race at Barcelona, Montalegre, Mettet, Lohéac Bretagne, Trois-Rivières, Hell, Höljes and Silverstone in a multitude of different series.
 - **DEVELOP YOUR OWN TEAM** – Create a team, hire your staff and expand your garage of vehicles as you choose.
 - **TUNING** – Tune your vehicle to suit your driving style and environmental characteristics. Alleviate wear and tear by configuring each car's set-up, and upgrade your parts to ensure your vehicles are ready for whatever challenge lies ahead.
 - **GET COMPETITIVE** – Race the entire DiRT Community in Daily, Weekly and Monthly Challenges, with worldwide leaderboards and events.

Title: DiRT Rally 2.0
Genre: Racing, Simulation, Sports
Developer:
Codemasters
Publisher:
Codemasters
Franchise:
DiRT
Release Date: 25 Feb, 2019

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Minimum:

Requires a 64-bit processor and operating system

OS: 64bit versions of Windows® 7, Windows® 8, Windows® 10

Processor: AMD FX4300 or Intel Core i3 2130

Memory: 8 GB RAM

Graphics: AMD HD7750 or NVIDIA GTX650Ti

DirectX: Version 11

Network: Broadband Internet connection

Storage: 50 GB available space

Sound Card: DirectX® Compatible soundcard

English,French,Italian,German,Polish,Japanese







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a worthy sequel for Dirt Rally pretty good overall. The Racenet problems are killing the game for me.

I spent a few hours on my first championship when I was told that there are "discrepancies" between my local and RaceNet data. All progress is lost. At least give me the last RaceNet state if you must, so I only lose a few stages instead of a whole championship.

Daily Community Challenges are also bugged. After finishing it shows me my rank on the leaderboards, but this suddenly turns in to a "did not finish" when I go back to the menu. And another 10 minutes wasted.

Could be a great game. But if you make your game always-on, you'd better make sure that it's 100% reliable.. Although the game underneath is excellent and a worthy sequel to Dirt Rally, always-online DRM absolutely ruins it, especially with the current state of RaceNet barely working. I do wish to buy it again one day, but Codemasters have to find a solution to the always-online component. Having hours of progress wiped because either A: your internet died or B: Codemasters' services went down is unacceptable when 95% of the game happens offline anyway.. Dirt Rally 2.0, gameplay wise, is a good successor to Dirt Rally 1. Almost everything has been touched on; most seeing an improvement because of it.

However... Racenet, the fact that your career progress is perma-linked to Racenet and the fact that Racenet is integral to the always-online DRM is completely unacceptable - especially when you consider that DR1 didn't have it and that this costs quite a bit more than DR1.

What are you trying to stop? Piracy? Ha! Pirates cracked the game in less than 72 hours and now you're just punishing the paying customers. It's seriously anti-consumer when the consumer is being limited and punished for the crimes of a very small minority.

Fix this BS and I'll change my review and re-buy the game.. really? career mode online only?

I really wanted to write a deeply critical review that blasted the developers for their choices concerning DLC, always online requirements, and lack of content.

However when I'm turning the wheel and pushing the pedals to navigate a 1.5 ton loud chunk of metal down a curvy dirt road this game invokes something within me that is absolutely indescribable. You will hold onto the very edge as you seesaw through the stages at blinding speed that will leave you terrified but satisfied if you successfully finish. This game improves upon the last one with better graphics, physics, and additional gameplay elements. You can't crash around the stage and expect to progress like the last one. Cars don't feel like they're skating across the surface as much as the first but feel like they are in direct contact with the track. Each type of surface has pronounced characteristics. The additional weather effects and changes give a greater sense of immersion. The addition of GT4 cars as well as more rallycross cars is welcome. While I don't like this payment/content model the addition of individual DLC is not unique for a driving simulator. The addition of seasons may end up extending the lifespan of this game compared to the first. If you genuinely enjoyed the first and you can get past the always online requirements you'll find a helluva experience.. This game has the potential to be something amazing, but man oh man did Codemasters fumble the launch.

Sound glitches, FFB glitches, poor night lighting and rain effects amplified by the fact that 3/4 of the career stages are at night or in the rain, connectivity issues caused by the baffling decision to make single player career always online, plus the lovely fact that they are selling recycled content from DR1 as DLC. If nothing else, it's an amazing example of how many small issues can add up to ruin what could and should be a truly great game.

It doesn't help that Codemasters' social media channels seem more content to trumpet their positive reviews than respond to the multitude of issues it's game currently has.. No FFB, graphic bugs, crash game. Excessive price for an unfinished game and Codemaster prefer sell DLC rather than fix problems.

More than 2 hours to try to fix the problem by yourself and find compromises. Too late for ask refund.

The DLC is out and FFB is still not fixed.. Pretty disappointed in the fact that none of my custom hardware is supported. I've got a custom analog handbrake, switch panel, and sequential shifter all of which show up in the menu but none of the buttons work. The handbrake worked but it seems to just get stuck on a couple seconds after I released it. I never had this problem in DR1 and have tested it after playing DR2 and it didn't happen. Makes me lose about 3-4 seconds at the beginning of a stage everytime it happens then I can't use it the rest of the stage. They all use the arduino leonardo with the joystick library. Fix this and I'll change my review.

Racenet is poorly implemented and randomly doesn't connect then I lose progress if I don't continue. Absolutely unforgivable to require online for single player play. I'd request a refund but it is too late before the problems showed up.

The driving is great and very difficult which I love. Tarmac feels like an absolute failure. Love the game except for those fix the custom equipment problem. I can't be the only one with these issues.. This game needs to ♥♥♥♥ off with its always online single player, just had a race where I finished 1st and had to go back to main menu without saving and lost 4 stages because the game could not connect to steam.

Why is this even a thing in a mainly single player game, Do not buy until they remove this.

DiRT Rally 2.0 - v1.2:

Hi all,

Today, v1.2 releases at 11am – at which point, RaceNet will go down for maintenance – so please make sure you're not playing the game when 11am comes around as it could compromise your event times uploading to the server. We're expecting to be back up and running by 12pm, so don't worry – it'll be a maximum of an hour's down time before you can get back to being DiRTy!

For those of you keen to know what today's update will bring, the full list of notes is below:

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- Stability improvements across all modes
 - Prevented negative times from posting to leaderboards
 - OSD Dial can now be enabled in headcam
 - New engine audio for Citroen C3 R5 and Ford Mustang GT4
 - 'Upgraded' trophy/achievement will now unlock
 - Darkness issue resolved when using interior cameras
 - Softlock will no longer occur if user owns too many vehicles
 - Proximity indicators are now available for rallycross
 - Prevented exploit for claiming rewards multiple times
 - Podium counter will now correctly update in My Team
 - Prevented audio cut outs
 - Joker Lap cut-scene is now skippable
 - Custom online will no longer disconnect users in specific conditions
 - Improvements and corrections to text (all languages)
 - Improvements to subtitle content
 - Accented characters will be entered correctly in user text fields

+ Server-side change: we've also tuned frequency of night stages and bad weather stages. We know a lot of you were reporting that the occurrence of dark/wet stages was a little too frequent, so we've done some tweaking to ensure a few more dry and day stages

Thanks,
Team DiRT

. DiRT Rally 2.0 - v1.3:

Hi all,

DiRT Rally 2.0 v1.3 releases at 11am (BST) today, and with that, RaceNet will go down for maintenance, so please make sure you're not playing the game when 11am comes around, as it could compromise event times etc. being uploaded to the server. We're expecting RaceNet to be up and running by 12pm BST.

Here's what v1.3 contains - you can find the patch notes below:

- Grip and floating car issues off the starting line now resolved
- New achievements/trophies added for Season One: 'On Thin Ice' (Complete a clean stage in Monte Carlo), 'Rock 'n' Roll' (Drive 66km at Monte Carlo in the DS 21), 'To all those who doubted...' (Get a podium in the Citroën C4 Rally), 'Kickin' 80s Vibe' (Complete your first Event in the BMW M1 Procar Rally)
- The achievement/trophy "Fire Up That Car... Again" has had its unlock criteria modified
- Prevention for audio cut-out improved
- Added Jon Armstrong's 2019 Galway International Rally livery

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- New engine audio for BMW M1 Procar and Peugeot 208 T16 R5
 - Fixed non-English translations of in-game text
 - Retiring no longer counts as completing the stage or event, and will no longer cause trophies to pop
 - Returning to the service area in Rallycross Community Events or AI Challenges will take players to service area and not leave the event
 - Spectating in bumper cam will now show other drivers in custom online events
 - Improvements to co-driver calls in specific call outs, across multiple locations
 - Leaderboards are now available after non-Time Trial races
 - Improvements to visual quality on some cars
 - Corner cuts across certain areas (reset lines and rough terrain) are now prevented
 - Stability improvements throughout title

Thanks,

Team DiRT

. DiRT Rally 2.0 - v1.4:

Hi all,

DiRT Rally 2.0 v1.4 releases at 11am (BST) today, and with that, RaceNet will go down for maintenance, so please make sure you're not playing the game when 11am comes around, as it could compromise event times etc. being uploaded to the server. We're expecting RaceNet to be up and running by 12pm BST. Here is what the update will bring:

-Online Custom events can now be set up as human only

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- Plain black and white liveries added for most vehicles
 - UI indication added for when ghost cars are stopped due to time penalty
 - Leaderboards will now support going to the top from all positions
 - AI will no longer select unreleased vehicles
 - Speedcar Xtrem wheels will not disappear
 - Improvement to Silverstone joker lap detection
 - Costa Rican added as a nationality
 - Tyre warnings are improved when in the service area
 - Reset line improvements on Mettet
 - Delta Daily will now award correct credits
 - Improvements to Opel Manta 400 engine audio#
 - Turning off Personal Best ghosts will keep them off for the remainder of the session
 - Visual improvements to some vehicles
 - Proximity warnings will not be shown on retired vehicles
 - Resuming championships will not damage previously undamaged components
 - Stability improvements throughout title

Please note that a further update will follow in the next week, which will focus solely upon FFB – so if you're wondering where that is, it's just around the next corner!

. DiRT Rally 2.0 - v1.1:

Hi all,

Please see below for the day one patch notes for DiRT Rally 2.0:

Visual updates:

- Improved visual quality of tracks
- Improved placement of reset lines in tracks
- Updated car model quality
- Additional sponsors added to vehicles and trackside hoardings

Connectivity:

- Online connectivity improvements to My Team via RaceNet and in title fixes
- Network connectivity improvements and bug fixes for non-RaceNet multiplayer

AI:

- AI has been improved in all game modes

Audio

- Additional new audio lines for non-English co-drivers

Misc:

Quality of life improvements to My Team

Assorted big fixes

UX refinement for Custom mode

Addressed general stability issues throughout title

Improvements and corrections to text

Please note that we are aware of the RaceNet connectivity issues and Xbox One Deluxe Edition unlock problems, but if there's anything else you feel has slipped through the cracks otherwise, please report those issues here.

Thanks,

Christina. **DiRT Rally 2.0 - v1.4.1 - FFB Update:**

Force Feedback changes:

The latest update to arrive to DiRT Rally 2.0 this morning - update 1.4.1 - is primarily focused upon updating the Force Feedback for steering wheels. After looking into comments about the feel from all parts of our community, we've changed the way the 'Suspension' setting works to try and exhibit the behaviours that you've been requesting. For this update the slider has been set at a default level of 100 for all devices, but this can be changed to suit your preferences.

If you prefer the way things felt previously, then simply head to the Input section of the Options & Extras menu, select your device and then adjust the 'Suspension' slider in the Vibration & Feedback tab to 0.

We want to give a huge thanks to the entire community for their feedback and patience while we've looked into implementing these changes - especially to those of you who've taken the time to come back to us with incredibly useful, nuanced feedback about your FFB experiences. It's worth mentioning that while this is the first big update to the FFB, it's definitely a work in progress and we plan to refine the feeling further. Please - let us know what you think.

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