Dirt 2 demo

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It looks good. And compared to FUEL it makes it clear why it's better to just have a finely tuned track than just miles of nothing. It might even be a good rally game, but I don't like all the fluff surrounding it. I don't need Ken Block or Travis Pastrana getting paid to show up in a studio and read some lines to try to make a game appear cool. They are not good at that anyway, and they are not famous for their voice−acting, so they could have just picked any redneck. And it reduces the game to a product for wannabe losers who think it has anything to do with what happens outside. They might as well read NASCAR romances.

And there is hardly any point of setting up a whole trailer as a menu if it's whole look and feel is generic. It only shows you've got a whole bunch of corporate sponsors that take themselves to seriously to make things fun and don't like anything that might increase the age limit. Motorstorm, FUEL, Dirt: if the world besides the track is some dead festival, just drop it. Because it's not possible to translate a real world 18+ event to a 18−game without killing it.

by Roland van Ipenburg http://www.xs4all.nl/~ipenburg/blog/posts/play/2009/08/22/dirt−2−demo/