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## Need for speed rivals review ign

While escaping from packing cops at 150 mph through the woods after midnight, I found it hard not to be thrilled with Need for Speed: Rivals – and then a helicopter headlight pours through the trees for another adrenaline kick. These initial strong heights aren't sustainable, though, and after a while I've been left wanting just a little more variety and depth to keep the excitement coming for just doing the same online. That said, I still found this exciting, highly polished experience that appealed to both the racer and the more casual thrill-seeker in me. Patrolling StreetsDeveloped by Ghost Games, Rivals feels like a natural successor to the work of the previous NFS criterion developer. (Unsurprisingly, most employees have moved to a new studio.) It combines dynamic Hot Pursuit, cops versus racer, with the free gameplay of the open world of the Most Wanted. In many ways it's the best of both, although if you've played one of them a lot, like me, you can get a sense of déjà vu from Rivals. The rivals take place in the fictional Redview County, which has arguably the most diverse geography imaginable. As part of your map, you can explore the arid deserts and lush vineyards, luxurious seaside promenades and snowy mountain passes. This provides a welcome change of pace after the sprawl of Most Wanted cities, although I came to really miss those concrete labyrinths when I was overtaken by the cops. But it's ultimately a compromise, with the long, winding Redview roads paving the way for some truly operatic chases that go miles away. They are better suited for drifting and pushing fast cars to their limits, like hot pursuits, instead of outsming cops and hiding like in Most Wanted. It's all about ballet pursuit. It is a pity that there was no place in this world for both game styles, because it would give us more variety to play with. And very occasionally I found out that the police officers had spotted me, even though I seemingly gave them a slip, which was a bit frustrating. Each stretch of road is teedged with challenges, including standard races and time trials, new cars to be turned off, and records that break. But for all its wonderful scenery, I found Redview a slightly less fun and secret-filled place to explore. There are no billboards bearing the faces of your friends to break through, no super cars broke off and fewer jumps than previous games. And while there are a few hidden paths to be found and the ability to go off-road at times, I also find myself more often trying to head off the beaten track only to return to the site officious barriers. Most Wanted encouraged you to explore its train tunnels and jump off rooftops, but rivals keep you firmly on track. Your opponents are fantastically nice, they make great use of the console or next-generation PC. Cars look great, close to photorealistic. But Need for Speed always has a slightly elevated to present it, and that is still the case. His cars are noisy creatures, always ready to race - look closely and see how the body work drips with dialed beads of moisture, as if the car is physically straining itself. The effects of the weather are equally impressive. Rain, sun and snow – as well as the time of day – have a big impact on the look of the game. Torrential downpours clog the screen, while sometimes at night you'll flash flashes illuminated by a high-textured road surface. And while it may not be the most densely populated landscape, there's always something to attract attention. Fast blue lineA story is deliberately random. (We are far from telling the claims of the pitiful NFS: Run.) Whether a policeman or a racer, each chapter is structured around a list of speed, which is little more than a series of objects. Opponents are eager to get you behind the wheel and on to the asphalt, giving a welcome sense of urgency, and one of the best things about it is the ease with which you can switch between playing as a cop or racer. Hot Pursuits - high-speed races with cops already on the tail - are definitely a selection of available events. Time slots and races lose their appeal much faster, especially after you've already ridden down the same stretch of road countless times. Rivals have been a huge pastime for a while, but once I got in touch with his guns, unlocked more of his ridiculous cars, and became intimately familiar with the map, it didn't have much more to really show me. The map is quite large, but when you drive at such a high speed, it is easy to see a large piece in one pursuit. It certainly continues to excite me, but stopped surprising me pretty soon. No matter which side of the law you choose, there's a garage full of high-performance super cars from Aston Martins to Ferraris waiting for you. Handling is fun, responsive and accessible – even newcomers will soon be able to glide around narrow corners with a bit of practice. There's also the option to soup them up, with high-tech gadgetry including spike strips and mines, shock wave blasts, and knee-whitening turbo boosts. None of the weapons are particularly memorable or iconic, and while they're useful, you can't really beat old-fashioned bumps. It's all in the effort to unlock upgrades, and it's definitely more fun when playing as a racer. There's more customization and better toys like the absurd turbo boost, and the way you collect points is much more engrossing. There is a simple but effective risk and reward dilemma in the game that will entice you to race to create a score multiplier - but if you are arrested, you will lose everything. The feeling that six police Ferraris are watching you when you have more than 100,000 points at risk is when the Rivals are the best. By comparison, playing cop is a little settled. If nothing else, being a cop becomes a more attractive offer when it's yours need busting. Structurally, multiplayer rivals become a seamless part of their single-player experience, allowing up to six players to race with each other or against each other in the same world. You can be all cops, hunting AI racers, or run out of fuzz together, or even a mixture of both. You can go head-to-head or do your own thing until the map takes you together. There are no rules, and it is joyfully freeform, although perhaps the size of the map and the relatively small number of players allowed is slightly inconsistent (but somewhat fixed by the help of a quick travel meet). Also, for the sake of balance and fairness, it takes much longer to destroy an opponent's car. I also missed some of the most frictionless is more imaginative multiplayer targets like who can pull the longest donut. At first I thought it was an improved version of NFS Hot Pursuit 2010. Boy, I was wrong. Now that doesn't mean it has to be to seat first, I thought it was an improved version of NFS Hot Pursuit 2010. Boy, I was wrong. Now it doesn't mean it has to be to be good, but to own it, both as an NFS and a racing game, it's just not good. Why? It's erratic. The cops are dominating the road. When you play like them, you get new cars for free. Just buy Pursuit Tech. But it's just so similar to Hot Pursuit 2010 you can also play that instead. Playing as a racer is where the game shows that it's an ugly head. You have to buy everything as a racer. When you finish an event and earn points, you have to go into hiding to put them in the bank, otherwise when you get arrested, you lose them. And the thing is, if you stay on the road for more than 5 minutes, your chances of getting caught will increase significantly. So either you go into hiding to save your points after the event and endure long screen loading. Or get more points by staying on the road longer, but get busted by superhuman cops, so all that hard work go down the drain. Speaking of superhuman cops, I meant what I said. They have a superhuman sense, like when you think you're running away, they suddenly continue to chase, even if they're nowhere to be seen. They can teleport as they can spawn in front of you. They have super strength because they can take a quarter of your health, which you can barely cut out a tenth of theirs. And they are psychic too, because they will chase you for no reason to arrest you for a crime that you haven't committed (yet). In addition, the game still progresses after the speedlist is completed, even if you are arrested, but you still lose points! Why can't I progress but not keep the points? For this reason I'm seriously behind in my vehicles and upgrades and I get my rear bumper kicked because of it. So you're saying the only way to get a chance on my opponents is to return the points I lost? No thank you. I put 4 points into the game because it looks a little nice. Yet I should have used that against the game because it looks deceiving. Thanks a lot EA.... Expand Critical Damage. Words on the screen in red, send a rush through me. One more hit and I'm done with him. It's too far to the nearest repair place; I know I have to get back to hiding quickly, or I'm going to lose everything. I'm shooting at him, relying on my reflexes to help me evade the police, with their spike stripes and their reckless attempts to run me off the road. There are only two possible outcomes: the triumph of the great risks taken and the great rewards achieved, or the suffering of seeing everything I earned slip away in an instant. Which one will be this time? Despite being the work of the new developer ghost games, Need for Speed: Rivals is clearly a game in the form of criteria items in the Need for Speed series, especially 2010's excellent Hot Pursuit. In this game, as in this, you can enter the cars of both cops and racers and cruise around the wonderful open world, completing events that require you to either evade the law or enforce it. Of course, law enforcement here is not a matter of asking drivers to politely stop; instead, it involves bumping competitors with speed, using spike belts and shock absorbers, and destroying the vehicles of elusive racers by all necessary means. As a racer, you have a lot of tricks up your sleeve as well, including shock waves that damage and repel nearby vehicles, and disruptors that prevent cops or your fellow racers from using their own weapons against you. The Redview County Police Department has quite a bit of a budget. This wild technology can get you out of a tight spot as a racer or help you defuse one like a cop, but it's your skills as a driver that matter most. Weaving through traffic and around roadblocks, drifting smoothly around corners, and intelligent use of your limited nitrogen can make all the difference, and dividing your attention between driving voicing and getting the most out of your technology is wonderfully stimulating. With so much going on at once, it's not uncommon to feel like you're operating on pure instinct, and when you get into that zone, Need for Speed: Rivals is an aggressive arcade racing bliss. These cars feel hefty and substantial, so as you side-slam a cop or hit a racer from behind, you can almost feel the clash of metal on the metal in your bones. Most of it could be said about Need for Speed: Hot Pursuit too. And the types of events that are scattered across the country are standard things: simple races, timers, pursuits in which police officers try to bust racers before reaching the finish line, and so on. But there are two things that revive this familiar game in Rivals. One is that by default, you always share the world with other players. These players can be cops, or they could be competitors, and as you cruise around trying to complete goals to advance your own career, your experience and the experience of these other players could come down. If you play as a racer, for example, someone playing as a cop can start chasing you, whether you're in the middle of an action or you're just Around. These cops can fly. And if you're a cop, hunting a human player through the winding roads of Redview County - an environment that offers no shortage of obstacles that you can break and shortcuts you can take advantage of - is more exciting than watching artificially intelligent prey. Other games in the series had multiplayer options that pit cops against competitors, but here, multiplayer is seamlessly integrated into the world as a whole. You can meet other players at any time, and as a result, the world feels alive in a way that previous games in the series do not have. If you decide not to share the world with other players, ai cops and racers roam the roads, so there's still a chance you'll come across a high-speed chase or some other action even if you're playing alone. The fluidity with which events are integrated into the world brings with it an occasional disadvantage. If you start a race, for example, while being chased by police officers, cops can crowd around you within seconds before the race starts, during which time you are motionless. Once the race starts, you are prevented by a cluster of police cars around you while your opponents speed away unhindered. However, your opponents will slow down significantly if you lag behind early, giving you a strikingly artificial opportunity to catch up. And it's frustrating that while you're being tracked as a racer, you can't use the GPS function to set a waypoint for an event of your choice. Another element that makes rivals particularly exciting is the irresistible risk-against-reward mechanic you constantly face as a racer. As you roam the roads, complete events and escape the cops, you can build a score multiplier, and eventually, you're gaining the speed points you need to buy new cars and upgrade existing ones really quickly. But your heat is also increasing, which means that police officers become more aggressive in their efforts to catch you. It becomes very tempting to press your luck, take one more risk, complete one more event and reap the rewards. But if you are arrested - which can happen anywhere, anytime until you return to hiding - you will lose all the speed points you earned on this trip. It's deliciously unbearable to see all your points slip through, and narrowly escape the law to get back into hiding with a fat stack of points to make you feel like the king of the road. Those pesky cops with their eyes in the clouds. And what a beautiful journey it is. There's definitely nothing new about the look of Rivals, but it's still a beautiful game. Redview County is lush and inviting, with leaves blowing in forest winds, waves crashing on the coast, and pleasure seekers hang-sailing in clear blue skies. At least until the weather changes. At that point, the storm could give an ominous atmosphere to a dangerous race along the reef. Regardless of the prognosis, the cars themselves and they tend to get in, look spectacular, send showers of metal and glass in all directions. Need for Speed: Rivals is very much in the tradition of Hot Pursuit, but that great, familiar gameplay has been filled with enough new elements to make it as exciting as it's ever been. It's definitely good to hit the open road again. Again.

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