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## About This Content

Introducing "Ready To Race", our all-new DLC for Assetto Corsa, available for PC Steam on May 18. "Ready To Race" includes 10 new cars from AUDI, Lotus, McLaren, Maserati and Toyota, providing the "most wanted" models ready to race! Our all new RTR DLC provides a great variety of models that mix technology, power, history and design from Italy, Germany, Great Britain and Japan, resulting in a package designed to meet all your wishes!

### CARS INCLUDED

- \* Audi R8 LMS 2016
- \* Audi R18 e-tron quattro
- \* Audi TT Cup 2016
- \* Audi TT RS (VLN)
- \* Lotus 3-Eleven
- \* Maserati MC12 GT1
- \* McLaren 570S
- \* McLaren P1 GTR
- \* Toyota Celica ST185 Turbo
- \* Toyota TS040 Hybrid

### Audi R8 LMS 2016

The new Audi R8 LMS, now featuring even more race car technology, is following in the footsteps of its successful predecessor. Audi fans were already able to marvel at the new GT3 sports car from Neckarsulm in full action in 2015, for instance in the

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24-hour race at the Nurburgring, where the Audi Sport Team WRT celebrated overall victory with the new R8 LMS. At the 12-hour race at Sepang the Audi R8 LMS took a one-two-three win. The 2016 season also began successfully: An overall victory in the Dubai 24 Hours and a class win in the classic Daytona 24 Hours.

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### **Audi R18 e-tron quattro**

The concept behind the Audi R18 e-tron quattro is unprecedented in LMP sport, and its realization a pioneering achievement. In the first development step, the engineers from Audi Sport and their partners investigated a wide variety of solutions. These included a parallel hybrid, where both drive systems propel the rear wheels. After weighing up considerations such as traction, handling characteristics, packaging and weight distribution, they ultimately decided to separate the drive systems by axle – the combustion engine drives the rear wheels permanently, and the electric drive propels the front wheels on demand.

On the R18 e-tron quattro, part of the braking energy benefits the motor generator unit (MGU) that is located at the front axle. Their two permanently excited synchronous machines convert the recovered energy into direct current through power electronics. This current drives a flywheel energy storage system positioned on the left inside the cockpit.

When the speed exceeds 120 km/h, the energy is called up from the storage system again. Converted back into alternating current by the power electronics, it then supplies the MGU's two electric motors. These jointly feed more than 160 kW to the front wheels via single-stage planetary gears; the central control unit keeps the revs and torque in line with the conditions prevailing at the rear wheels. The racing car temporarily becomes a quattro with four driven wheels.

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### **Audi TT Cup 2016**

For the Audi Sport TT Cup, the German manufacturer has developed a visually as well as technologically attractive sports car for racing, the Audi TT cup.

The body shell of the Audi TT racing version consists of aluminum and carbon fiber. This ensures that the Audi TT cup that tips the scales at 1,125 kilograms is a lightweight and extremely agile car.

The Audi TT cup car uses the 2.0 TFSI from the Audi TTS. The four-cylinder engine delivers 228kW (310hp) in the production model and accelerates the TTS from 0 to 100km/h in 4.7 seconds. By means of a so-called Push-to-pass function, the drivers can briefly boost the engine's output by 22kW (30hp) for overtaking maneuvers by pushing a button on the steering wheel. A blue lamp in the windshield indicates the boost activation. LEDs in the rear side windows show how many times the driver can still use the additional power. The number of available boosts is defined by the regulations.

Power is transmitted to the front wheels via a direct-shift dual-clutch transmission. The six-speed S tronic, which has been specifically tuned for use in racing, is operated by shift paddles on the steering wheel. Accordingly, the Audi TT cup only has two pedals, used for acceleration and braking.

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### **Audi TT RS (VLN)**

Audi TT RS (VLN) has been developed in order to respond to the high demand by customers wishing to use the TT and other vehicles of the brand in motorsport.

It's based on a five-cylinder TFSI engine and features racing-specific new developments in the areas of the body, suspension and aerodynamics.

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### **Lotus 3-Eleven**

Designed as an uncompromised manifestation of the Lotus spirit, their new car is focused on providing an undiluted driving experience, and underlines the company's ability to deliver legendary handling and blistering speed.

Working on the concept of less is more, and keeping close to Lotus' track roots, the dramatic new vehicle features an all-new

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lightweight body, with an open cockpit design and a revised V6 supercharged engine developing 450hp.

Two variations of the Lotus 3-Eleven are available: Road and Race; both delivering an impressive combination of high performance, agility and precision. Based on the Road version, the Race includes a much more aggressive aero kit, a sequential gearbox and an FIA approved driver's seat with a six-point harness.

Assetto Corsa simulates the Race version. With a dry weight of below 900kg (Race version), the 3-Eleven offers an enviable power to weight ratio, in excess of 500hp per tonne, and is capable of sprinting from 0-60 mph in less than 3.0 seconds before reaching a maximum speed of 290 km/h for the Race version.

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### **Maserati MC12 GT1**

The Maserati MC12 entered production in 2004 as base for the racing variant to compete in the GT Championship. In fact, one requirement for participation in the GT Championship was the production of at least 25 road cars; so 25 cars were produced in 2004 and another 25 in 2005.

The car was based on the Enzo Ferrari chassis and gearbox, mounting a variant of the Ferrari Dino V12 engine.

The racing results of the racing version were magnificent. The Maserati MC12 GT1 team managed to end second and third in the debut race, winning the next round's race. The second year Maserati won the Manufacturers' Cup with a great point gap, and continued to compete at great level during the next years. It participated in 94 races, winning 40 of them.

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### **McLaren 570S**

Like every McLaren, the performance of the 570S Coupé is breathtaking. It combines, as its name suggests, a power output of 562bhp with lightweight construction to give a class leading power-to-weight ratio of 434PS per ton. The 570S accelerates from 0 to 100km/h in 3.2 seconds, while 200km/h is reached in just 9.5 seconds with the pace not letting up till the car reaches a top speed of 328km/h.

The McLaren design team has created a shape of beauty highlighted by details such as the rear flying buttresses that increase downforce as well as adding grace, and complex door tendons that direct additional air to cool the mid-mounted V8 engine.

The Sports Series features an evolution of the 3.8-litre V8 twin turbo engine, named M838TE, with 30 percent of components bespoke to the new model. Engineered by McLaren, it produces 562bhp at 7,400 rpm, and 600Nm of torque at 5,000-6,500 rpm. Power is delivered through a seven-speed SSG transmission, and transferred to the road through the rear wheels. This power is brought under control with standard-fit carbon ceramic brakes.

The unique carbon fiber MonoCell II chassis has been newly designed with more of a focus on day-to-day usability, offering improved ingress and egress from the cabin. It is incredibly strong and stiff yet weighs less than 80kg, offering optimum levels of protection. This lightweight structure, and the use of aluminum body panels, contributes to a dry weight of as low as 1,313kg, almost 150kg lighter than its closest competitor.

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### **McLaren P1 GTR**

Based on the McLaren P1™ road car, the track-focused McLaren P1™ GTR design concept further optimizes the aerodynamically efficient "shrink-wrapped" body shape in order to offer maximum performance, superior handling characteristics and optimized driver engagement on track. A host of changes have been made, and the car has been thoroughly re-engineered from the ground up to ensure the McLaren P1™ GTR achieves its target of being the ultimate drivers' car on track.

The front track of the McLaren P1™ GTR design concept has been widened by 80mm over the McLaren P1™, and is coupled with a more aggressive GT-style front splitter. Reprofiled low-temperature radiator ducts seamlessly flow into the leading edge

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of the aggressively flared front wheel arches, while the bodywork is \"shrink-wrapped\" around the carbon fiber MonoCage chassis behind the front wheels, cleaning the flow of air along the car's flanks.

The profile of the McLaren P1™ GTR design concept remains as dramatic as ever, hunkered down on to the race-prepared suspension with a fixed ride height, lower than the standard car. The snorkel air intake, inspired by the design of the original McLaren F1, is still present within the roof structure of the carbon fiber MonoCage chassis.

At the rear, a large, twin-element wing is mounted on dramatic carbon fiber pylons which extend around the rear of the bodywork. This fixed-height wing is fitted with a hydraulically operated Drag Reduction System (DRS) to boost acceleration performance, and has been honed to provide increased levels of downforce compared to the road car, working with the active aerodynamic flaps located ahead of the front wheels.

The road legal McLaren P1™ stows the rear wing within the bodywork, but with the fixed height wing, and therefore no pistons or moving mechanical parts, the bodywork of the McLaren P1™ GTR design concept behind the engine bay is now a smooth, flowing surface, feeding clean air below the wing and over the back of the car.

Below the rear wing sits the exposed, centrally mounted exhaust, which is an all new design, developed exclusively for the McLaren P1™ GTR. Made from inconel and titanium alloy, the system maximises the aural characteristic of the higher output 3.8-litre twin turbo V8 engine to maintain, and further emphasise, the McLaren sound. The design of the exhaust has also changed, with a straight cut twin-pipe setup now used in place of the single-exit exhaust.

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#### **Toyota Celica ST185 Turbo**

The Toyota Celica ST185 is Toyota's most successful rally car, as it won the WRC Driver's Championship in 1992, and the WRC Manufacturer's and Driver's Championships in 1993 and 1994.

In order to meet the Group A competition's homologation requirements, 5,000 GT-Four RC production versions of the Celica were manufactured, starting from September 1989.

This car made its debut on the Monte Carlo Rally, the opening round of the 1992 World Rally Championship series, but it was not successful until half of the season.

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#### **Toyota TS040 Hybrid**

Thanks to the 480hp exerted by electric motors on the four-wheel drive, in addition to the 520hp produced by its 3.7-liter petrol engine, the TS040 HYBRID expresses a maximum power of 1.000hp and represents the ultimate expression of Hybrid technology applied to the world racing.

The transition to a hybrid four-wheel drive Toyota sees the return to a philosophy that since 2007 has been part of the development of hybrid technology applied to racing, when the Supra HV-R-wheel drive was the first hybrid to win a competition endurance, the 24 Hours of Tokachi.

The new unit TOYOTA HYBRID Racing has been specifically developed according to the new technical regulations specified by the WEC, particularly frugal. It requires a 25% reduction in fuel consumption compared to 2013, with savings achieved through interventions on the engine, aerodynamic efficiency and driving dynamics.

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Title: Assetto Corsa - Ready To Race Pack

Genre: Indie, Racing, Simulation, Sports

Developer:

Kunos Simulazioni

Publisher:

505Games

Release Date: 18 May, 2017

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**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 (e.g. AMD Radeon HD 6450, Nvidia GeForce GT 460)

**DirectX:** Version 11

**Storage:** 15 GB available space

**Sound Card:** Integrated

English,Italian









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Great game, a good successor to the first. Introduces a number of new features that persist through the later games. If you liked 'A New Home' then you'll definitely enjoy this one I reckon.. I really wanted to like this game but there's more issues to it that makes it not worthwhile. Granted it has a few gems to it. I mean come on, who doesn't like fast cars and killing zombies at the same time.

The game mechanics are generic but the physics are believable enough. The hud is extremely confusing unless you pay close attention and die so many times in demolition. Demolition mode has some quirks to work out with the A.I. but otherwise generally decent.

Now this is personal gripe so take it with a grain of salt, I like customizing my cars....alot. From moving the decals to upgrading pistons in the engine. This game just gives you paint job with no choice in decals whatsoever. However, you can upgrade your car's weapons which is decent....It's not.

And getting new cars is a challenge in itself considering you have to literally beat the everlasting hell out of the other car you want. And even then, there may be the case your car is slow enough to be overtaken by a snail that the other car can leave you in it's dust blood and zombie infested wake.

All in all the game itself had potential, and it could have used some major developing before being turned loose, but the mediocre customization, confusing as hell story, and difficulty of getting something better than that clunker you get at the start almost make this game dead in the water.

4/10 "The Diamond in the Rough zombie driver.". I don't often review games I've played, but this was the best Visual Novel I've ever played. It's clearly a labor of love, with a wide variety of characters, no sexuality limits, and a charming, roller coaster ride of a story. The art was expressive, vibrant, and unique, and the voice acting was passionate. Everything from the UI to the music was great, and you can really tell how much (exhausting) fun the developers had in the process. I sincerely hope that anyone who enjoys a good visual novel tries this one out, because I think you're missing out otherwise.. Not bad, buy it with the bundle.

Other than that, it is not worth buying.. Kinda weak sauce... Considering I have to pay for Goku Black.. I would love to play this game but unfortunately it seems that controllers do not work even though it states they do. I have tried many different things but nothing seems to work. This was an Xbox One controller that was attempted to be used. It seems others seem to have a similar problem as well. For me I unfortunately cannot play with keyboard and mouse due to my wrists. Hopefully others have better luck!

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I bought this DLC but can't seem to use it at all.. It seems it won't let me use it in one free run short track.. Full controller support, does not say more or less that a controller is required. I went to look at the controls and there is no mouse and keyboard controls listed, so I have no idea how to turn the map or anything with mouse and keyboard. It doesn't seem you can delete a tower after you place it either. Maybe I am wrong about these things? No idea, can't find help about this anywhere.

Awful voice acting, it just gets annoying to the point I want to skip it as fast as I can.

I thought you could build walls, it looked like a real fortress builder in the screen shots, but it is not, that is just the connectors from one tower to the next. The Base Building part was what lured me in, but it is not actually base building, just tower placement with automatic connectors. Not the same thing at all.. Ever wanted to play with the tanks in tron? Well now you can!. While the art was different and characters unique, I just couldn't get into the story. Yes, being able to switch characters in the different scenes was a good idea, but after reading through, I didn't care about or connect to any of them. So, thumbs down on this one.

(my first "no" recommendation on Steam). Rating: 5/10

Darkness Assault is a topdown styled survival horror game. It is budget titles and this is apparent through the entire game. If you enjoy the genre in general and don't mind low budget titles, it is worth the extremely low price.

Going into this game you can expect the basic survival horror elements. You will hunt for keys, weapons, ammo and health all while killing (and/or avoiding) enemies. The enemies move relatively slow and are easy to dispatch when properly equipped. The biggest challenge in this game is navigating through each level as they are basically large mazes. I actually felt a small sense of accomplishment, equivalent to solving a puzzle, each time I found the end of the levels. The game does have a nice atmosphere and some decent sound effects for such a low budget title.

There are also documents you can find while exploring to fill you in on the story, which aside from these findings and a small non-cinematic thing at the beginning of each level, is basically non-existent. The story has potential, it is just not explored in enough detail; it is hardly explored at all. You can finish the entire story in about 2 hours and there isn't much in the way of replay value.

I give this game a 5/10 mostly for the very low price. I can only recommend it to fans of the survival horror genre. The game is set up for a sequel and if priced similarly I will likely purchase it.. The only reason I got this game was because I had a coupon and I got this for \$0.40. This game seems like the popular mobile games Crossy Road and Smashy Road came together to fight the apocalypse. I'm personally not a huge fan because the game doesn't seem developed all that well. :( Yes, I only put an hour in, I don't think it's a bad game by any means, I just don't like it.

Overall, I don't recommend this game yet unless some of the things that bug me are changed. Still, this game is in early access like so many other games so maybe I'll recommend it later if it gets improved.

Pros:

- Easy to jump in to without a big learning curve for the most part
- Love all of the different party goers.

Cons:

- Many elements are unexplained, tutorial is terrible.
- Micromanaging the waiter can be annoying at times, he should just do his job
- Can't stock tables initially so the early birds will run in, see no food, then leave.
- WAY too easy to block doors
- Can't replace chairs that break for some reason.
- Setting the price for the party is weird, more people come in when the price is high to a point, but then they can't afford anything at said party so leave angry. Maybe I'm doing it wrong, which once again would be nice to have explained.
- The tutorial as a set of text messages is REALLY annoying after having to restart.... I shall ignore all the hooaaa about the eula.

The game itself had potential given it was in ea but it is now dead.

The one patch they did put out improved things slightly

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A/c were quite well done

Buildings, vehicles and sound were poor but may have improved, but who can say?

Rubber band a/c about an hour and half in. No response from devs. So once again, stay away, this game is dead.

Nothing posted on forums for about a month from either devs or purchasers.

I would have recommended this but as I said, I think it is now dead and I wish steam would pull it.. Where to begin? How about the thing that is really terrible about this game, the UI.

I start the tutorial which is OK, and at some point it asks me to build a modular habitat. Up until this point I just clicked on various icons and something would drop from orbit. I saw the habitat, but I could not build it. There is no explanation in the tutorial.

So after messing around a bit, I see that I can build a workshop (it is the only thing I can build at this point). So I make it and then try to build a habitat, and I still can't. Then I see that I can hit some automatic build mode thingy, and suddenly the thing starts cranking out a bunch of resources.

After a while I can now build the habitat because I have the basic resources I need. OK, so its just a poor tutorial at this point. So then I am instructed to build a few other things, some of which I can, but then I get stuck again because this workshop has produced a bunch of useless stuff and filled up my inventory.

I then figure out that I need to delete stuff I do not need to make room, but after I figured this out, an earthquake happens and blows up all of my water and oxygen. There is nothing in the tutorial about this. And so I start over after noticing I can turn that off in the options menu.

Anyway here is the gist of why the UI is horrendously bad. So to make some thing, you might need to make 10 iron, 5 glass, 3 wood 6 methane and like 3 gears (which take some amount of iron and titanium each). So you need to make resources for the gears and then make the gears and then make the resources for everything else to plop your building down.

You have to do all this manually mind you. So there is this UI which lets you see all the things you can produce and lets you produce things, but it DOES NOT SHOW YOU how much you actually have. IE: You may know that X thing needs 10 iron, but you can't see how much iron you have from that screen.

Then there is a screen that shows you how much you have, but you can't produce anything from there. Oh, and you can't see the resources you need from any screen but the info screen on the thing you want to build. So you would need to memorize everything and then manually make everything.

If the developer reads this review, you just make to make your UI sane.

I would suggest that the colony produces the resources it needs automatically. IE: I want to build a habitat, then I place the thing down, and it automatically makes everything I need.

You should also combine the build resources screen with the one showing what you have and then you should also add a storage threshold, so I could say, keep a minimum of 10 iron available at all times.

This would go a long way with making your UI much more user friendly. Also please clean up the tutorial, make it show you how to build more complex stuff and certainly go with building maintance and all that. Oh, please use more sensible graphics that fit with the elements they represent. IE: Iron in your UI is a white cube with some tiny dots on it. I would naturally in no way, associate that with iron. How about a stack of iron ingots or steel girders or something that a normal human would look at and think "Iron" instead of "What the heck is that supposed to be?"

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