

Extreme Rally Raid is a 3D PC game (Windows and Linux), close to rally raid races experiences. The rally raid offers extreme races, long and strong stages, in natural environments with a lower human intervention.

The development started in 2016 and is published almost eight years later. The reason in part is because it is an independent and self-managed videogame, made in the free time of the studio. Our developments for clients and Paraná track for Assetto Corsa financed the development and your support with this videogame will help us to bring future developments.

The current documentation is a quick start guide, useful for those who are not familiarized with the development of this videogame or this kind of races. The information presented here can be complemented with the co-driver audio transcription.

1-MENÚ

1.1-SETTINGS

1.1.1-PLAYER

Name and nationality of the player.

1.1.2-CONTROLS

The game brings settings already configured for steering wheels and keyboard that can be modified in this section. Also, inputs without a configuration can be configured here.

1.1.3-DIFFICULTY

Settings help for the car and difficulty. It's important to clarify that the damage of the car is not just visual but also affects the performance.

1.1.4-GLOBAL

Settings related to the game quality and customization of the experience. If you have troubles with the tall grass shader in La Pampa, Córdoba and Villa Carlos Paz you can disable it here. Should be ok with DirectX 11 or newer.

1.2-SELECT CAR

Car selection. Keep saved until a modification.

The game brings 7 cars with different skins, splitted in two categories: modern (Toyoda, Lion and Biggy) and vintage (Citrus, Deckard, Milano and Armath). These last ones have less grip and power so are separated from modern cars in the races.

1.3-RACE

Race type selection. You can start new races or load saved games (check how to do it in section 2.3).

There are different kind of races:

- Shakedown: short scene to test the car without IA cars.
- Quick races: quick race in a single stage. Agree with the selected car, the game will load the proper IA cars competitors.
- Races: race splitted in stages. The classification is made by adding the time for each stage.

There are many race formats splitted in stages, can be selected in the menu and also are splitted in a classic version (4 IA cars) and monster (9 IA cars):

- Novice races: splitted in short stages.
- Extreme races: splitted in long stages. Vintage cars avoid some stages due lack of power to make some uphill, mainly with IA cars.
- Snow races: splitted in snow stages. Not available for vintage cars due lack of grip.

1.3.1-SCENARIOS

Internally we can split them in four types:

- Shakedown: Villa Carlos Paz and Shadow Forest. Only to test the car.

- Short stages: La Pampa, Córdoba Short, La Serena Short, Fiambala Short and Oruro Short. Thinked for novice races and quick races.
- Long stages: La Pampa, Córdoba Long, La Serena Long, Fiambala Long, Oruro Long, Jujuy, La Rioja, Calama and San Juan. Thinked for extreme races and quick races.
- Snow: Snowden Forest North, South and West Loop. Thinked for snow races and quick races.

2-RACE SCENES

Race scenes are splitted in five possible moments described below:

2.1-PRE RACE

Start of the scene. You can view the grid start and give the order to start.

2.2-RACE

Race time. Check how to race in section 3.

2.3-PAUSE

Pauses the race, allows view replay, keep racing or exit. Is in this moment where you have the option to save the race. There is no autosave so you must save the game here. You have four slots that can be overwritten. It's important to remark that at the moment the games are saved locally, so only can be loaded in the same PC where they are saved.

2.4-REPLAY

You can see the replay from the moment where the scene was loaded.

2.5-POST RACE

The race results are shown. If it's a race with many stages the partial result will be shown and it will go through the next stage.

In all cases until the end of the last car you can't keep with the game (time is accelerated when you end the race).

3-RACING

Being races in open world scenarios there are some visual and audio helps to check. The interface brings different details, a quick sum up below:

- Roadbook (top-right): it's important to be able to drive on the track. Format and icons follow the rally raid races standard. The first column shows the number of the icon, the distance in km to the central point of the icon and also the distance from the start to this point. The second column shows graphically the indications and the third brings important indications to check. Their interpretation is completed with the co-driver voices availables in english and spanish.
- Radar and compass (top-left): show the position of the car, cardinal orientation, closed cars and waypoints, also road paths.
- Virtual mirror (top-center): help to localize closed IA cars.

- HUD (bottom-right): has the player car: speed, gear, RPM, damage level, car helps activated, throttle and brake amount bar intensity.
- Waypoints registry (bottom-left): total waypoints count to validate before the end of the stage and already validated. Skipping a waypoint implies a charge of time once the stage is over and can guide you to miss the race path.
- Classification (center-right): shows the race drivers classification. Calculates the difference in seconds in realtime.

4-SUPPORT

Although there are a lot of sites where you can get support, we suggest to do it on our studio Discord where we have a specific channel for this videogame (support):

<https://discord.gg/n5rEeQ6qJS>

5-CREDITS

IDEA, DESIGN AND DEVELOPMENT

Facundo Galella

DESIGN

Dario Badagnani

SUPPORT AND/OR BETA TESTING

GameDevMDQ Community

Simuladores VRacer

Press

Friends

A lot of forums and webs

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