
Assetto Corsa Competizione Free Download Install



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About This Game

Screenshots and/or trailers may show content which may be not yet available. This content, once available, will be made available to previous ACC owners at no additional charge. For the full release roadmap, please check the following schedule: <https://www.assetto corsa.net/competizione/roadmap/>



Assetto Corsa Competizione is the new official Blancpain GT Series videogame.

Thanks to the extraordinary quality of simulation, the game will allow you to experience the real atmosphere of the GT3

championship, competing against official drivers, teams, cars and circuits reproduced in-game with the highest level of accuracy ever achieved.

Sprint, Endurance and Spa 24 Hours races will come to life with an incredible level of realism, in both single and multiplayer modes.

Assetto Corsa Competizione will feature Blancpain GT Series' 2018 Season, and will also include Season 2019, that will be provided as a free update during Summer 2019.

Assetto Corsa Competizione is born from KUNOS Simulazioni's long-term experience, and it takes full advantage of Unreal Engine 4 to ensure photorealistic weather conditions and graphics, night races, motion capture animations, reaching a new standard in terms of driving realism and immersion, thanks to its further improved tyre and aerodynamic models.

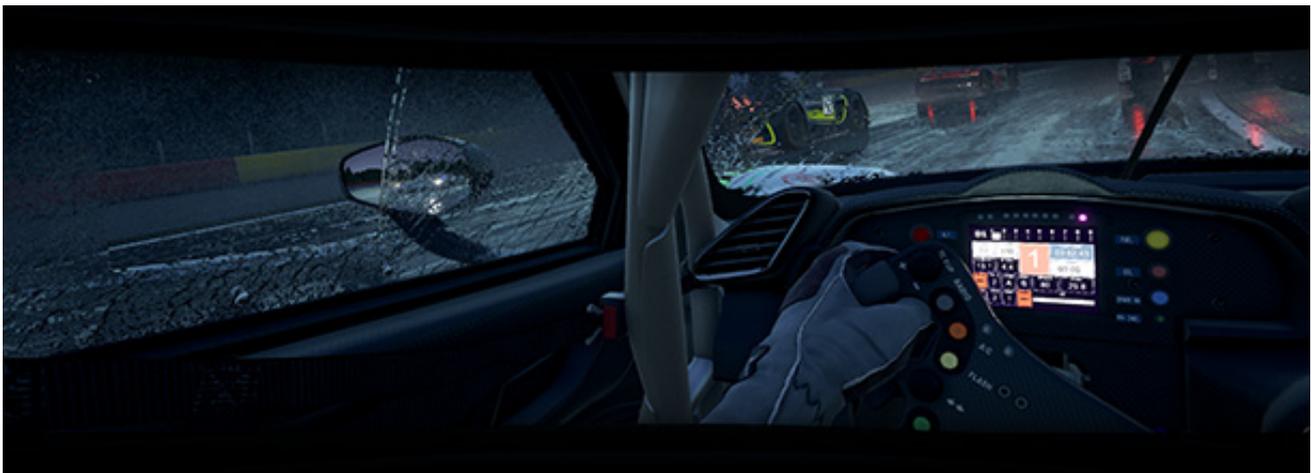
Designed to innovate, Assetto Corsa Competizione will be set to promote eSports, bringing players at the heart of the Blancpain GT Series and putting them behind the wheel of Ferraris, Lamborghinis, McLarens and many other prestigious GT racing cars, all reproduced with outstanding level of detail.

REALISTIC SIMULATION

Assetto Corsa Competizione is designed to faithfully recreate the performance and the driving experience of real Blancpain GT Series cars through a sophisticated mathematical model that accurately replicates tyre grip, aerodynamic impact, engine parameters, suspensions and electronics systems that determine vehicle balance, as well as the influence of mechanical damage on the car's drivability.

NEW-GENERATION GRAPHICS AND VISUAL EFFECTS

Unreal Engine 4 guarantees photorealistic rendering and an accurate representation of scenarios, car materials and weather conditions. Thanks to the multi-channel audio sampling of real GT cars, the game conveys captivating and immersive acoustic surroundings and realistic environmental effects.



CARE FOR DETAILS

Even the secondary details are faithfully reproduced to make you feel the thrill of being in the cockpit of a real racing car. Doors, windshield wipers, headlights, racing lights, racing equipment and control devices such as ABS, traction control, engine ignition and ECU mapping, are all under the driver's management to assure the best performance and offer the player total control of the car.

THE MOST ACCURATE CIRCUITS

Thanks to Laserscan technology, every official circuit is recreated with the utmost accuracy: all curbs and details perfectly fit their real counterparts to grant a gaming experience as faithful to reality as possible.



ADVANCED MULTIPLAYER FUNCTIONALITY

A well-structured ranking system will evaluate individual performance and driving behaviour to reward the most virtuous drivers and promote fair play in online competitions. The matchmaking function makes sure that you can compete with opponents of similar skill level and easily find online races to join, while the leaderboards will allow you to compare single-lap performance with drivers from all around the world with the same car, circuit and weather conditions.

IMMERSIVE SINGLE PLAYER EXPERIENCE

Career, Championship and Free Play modes offer a complete and customizable gaming experience, also thanks to the tutorials and progressive aid levels that allow you to tailor AI opponent difficulty and vehicle stability control to your abilities. The Special Events will allow you to gain a first-hand experience of the most noteworthy real-life Blancpain GT Series challenges.

HIGH-LEVEL HARDWARE COMPATIBILITY

Assetto Corsa Competizione ensures full compatibility with a wide range of peripherals from gamepads to professional steering wheels.

MOTION CAPTURE FOR REALISTIC ANIMATIONS

Motion capture technology is used to create the animations of mechanics and drivers in an even more realistic fashion, and guarantee a high level of player engagement during races, pit stops and driver changes.

BLANCPAIN GT SERIES

Encouraged by the success of the Blancpain Endurance Series, which after its creation in 2011 quickly became the global reference for GT racing, world-renowned Swiss watch manufacturer Blancpain and the SRO Motorsports Group decided at the end of 2013 to extend their partnership to the Blancpain Sprint Series. From 2015, teams and drivers were also given the opportunity to compete for an overall Blancpain GT Series title. Varied grids were the result, with a host of respected GT teams and drivers at the start of each race. The Blancpain GT Series also saw an influx of young and talented drivers, making it a worldwide benchmark in GT3 racing.

With both the Blancpain GT Series Sprint Cup and Blancpain GT Series Endurance Cup now sharing the same driver categories and points system, the ten-round Blancpain GT Series season – comprising five sprint events and five endurance events – crowns the world's most complete GT drivers.

A Blancpain GT Series Sprint Cup event consists of two races of one hour each, while the Blancpain GT Series Endurance Cup races range from three-hour events through a 1000 km race to the season highlight of the Total 24 Hours of Spa, one of the world's leading 24-hour races.

Title: Assetto Corsa Competizione
Genre: Racing, Simulation, Sports
Developer:
Kunos Simulazioni
Publisher:
505 Games
Release Date: 29 May, 2019

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 64-bit Service Pack 1

Processor: Intel Core i5-4460 or AMD FX-8120

Memory: 4 GB RAM

Graphics: GeForce GTX 460 2GB, Radeon HD 7770

DirectX: Version 11

Storage: 50 GB available space

Sound Card: Integrated

English,Italian,French,German,Simplified Chinese,Traditional Chinese,Korean,Japanese,Polish,Portuguese,Russian







Assetto Corsa Competizione Early Access Release 7 is OUT NOW ON STEAM!:

Dear ACC racers –

Yes, we have been a bit silent in the last few weeks, but it was for a specific reason that we can call:

“0.7, the 0.6 we always wanted to release”.

This new title’s Early Access programme has been once again a great journey to spend with our community. Although we had a defined and scheduled roadmap from the beginning, some features were not released quite as scheduled. This has prompted the team to work on an evolution of the 6th Early Access release, adding more game features, updates, fixes and optimizations together with a new game mode, called Custom Race Weekend. The entire team appreciates the continued feedback received on the official Assetto Corsa forum and social networks, and we are happy to mention just a few of the key entries from our upcoming changelog:

Dynamic and Custom Weather: it is now possible to set a session with a pre-selected and even customized starting condition, enabling dynamic and unpredictable evolution.

Introducing visual and mechanical damage affecting bodywork, suspensions, aero and a brand-new, sophisticated tyre damage model that brings tyre management and endurance racing to a whole new level.

Introducing much-needed penalties, without which serious competition is unimaginable.

A new Multifunctional Widget that will allow players to see real-time track positions, manage pit stop requests and race strategies. This HUD element also allows the player to manage all aspects of car electronics.

Introducing rating-requirements in Multiplayer, with kick and ban commands.

Custom Race Weekend mode will allow players to set up a customized race weekend experience.

Brake air duct simulation: it is now possible to change the brake duct aperture that affects brake – and indirectly – tyre temperatures.

Introducing the SRO E-Sport GT Series Round 1 Special Event. (Note that this special event is controlled remotely, and may appear shortly following the Steam release).

And much more, including further Multiplayer and Ratings updates, optimizations, improved collisions and graphical, gameplay and user-interface updates.

Please visit our official forum, Steam and website news section to see the complete changelog.

The release date of the full version of Assetto Corsa Competizione will be announced soon, but the full release does not mean the end of development at all! In the meanwhile, **let us invite all of our fans and players to Monza on the occasion of the first race of the 2019 Blancpain GT Championship, organized by SRO, where the development team and the game will be both available on-site at the first round of the SRO E-Sport GT Series on April 13th and 14th.**

Changelog v0.7.0

Gameplay:

- Opened SRO E-Sports Series - Round 1 special event.

NOTE: This special event is controlled remotely and may be invisible for a short time after the release.

- Reintroducing Endurance game modes.

- Added Custom Race Weekend mode that allows you to completely customize a race weekend, including number of races, mandatory pit stops and time multiplier.

NOTE: Some features, such as the Superpole session will become available in the full release of the game.

- Introducing penalties for various on-track transgressions: pitlane speeding, cutting, failure to serve mandatory pitstop within the pit window.

Penalties include warnings, drive-through, stop&go and disqualification. Cutting is penalized depending on time gained. Cuts with large gains result in DQ straight away. Speeding in the pitlane may remove your fastest lap in non-race sessions, and serious speeding results in DQ straight away. Added penalty for reversing.

- Introducing pit stops with refuel, tyre change, damage repair and serving penalties.

- Introducing dynamic weather, custom weather and track status presets: the Weather page in the menu now allows you to select existing presets and enable dynamic weather for each single one of them. The preset defines the starting conditions, and also have a significant effect on what you can expect. Weather variability can range from 1 to 100%.

The Custom weather preset allows you to set each aspect of the conditions, including cloud cover, the intensity of rain and levels of track wetness and standing water.

NOTE: Selecting the Clear weather preset and high variability doesn't mean that you can expect drastic changes over a short period. Cloudy weather on the other hand, has a much bigger probability of producing precipitation, but variability can also render conditions to improve significantly.

NOTE: The weather is designed to be dynamic over realistic periods of time. However, as it uses game-time, the player can accelerate weather transitions by using the time multiplier.

- Various improvements in cut detection and corresponding penalties.
- Fixed engine start assist sometimes failing to restart the car.
- Added input to change secondary (Racelogic device) pages. Cycles between current lapttime, delta, stint time and speed). Default key is ALT+D.

- Added input to toggle wiper on and off. Uses last selected wiper speed. Default key is ALT+W.

- Replay pause: now updated on random access.

- Replay pause: now possible to use the free camera controls with the same speed as 1x speed.

- Improved management of automatic highlights priority and avoiding flood.

- Option file for replay in [Documents/Assetto Corsa Competizione]/Config/replay.json

- Added possibility to reduce saved replay time in options/general.

- Fixed wheel speed with different replay playing times.

- Fixed replay focused camera for disconnected cars during random access.

- Next car/previous shortcut is now based on relative car positions.

- Improved logic for white/yellow/blue flag and optimizations for marshalls.

- Fixed fireworks/tracklight/endmode for replay.

- Permanent spotter message groups.

- Added short wait time at the start of the formation to allow enough time for manual starting procedure.

Ratings:

- Fixed Safety Rating (SA) decaying in both race and solo conditions.

- Improved Racecraft Rating (RC) development directly after unlocking.

- Improved Consistency Rating (CN), should now be more sensitive to inconsistencies.

- Improved Consistency Rating (CC) to be less volatile.

- Improved ingame rating widget to highlight rating value gains.

- Rating widget will now allow to unlock the highest rating Competition (CP) and remain in collapsed state then.

- Added data charts and insights for SA and RC rating Driver Profile Rating Page.

- Fixed driver category assignment in Total Rating page, added Beginner and Rookie categories.

- Due to the significant changes in RC and SA, both ratings will be reset. Progress in TR, CN and CC will remain.

Visuals:

- Fixed a bug in VR that caused the racing HUD to flicker and hit performance by constantly re-rendering the overlay.

- Introducing visual and mechanical damage:

Mechanical damage affects bodywork, suspension, aero and tyres.

Visual damage affects bodywork, windows, can deform body parts and also affects the functionality of headlights.

- Added dynamic windshield dirt effects that are cleaned off during pit stops.

- Added blurred brake disc visuals.

- Fix for Dash and DashPro cameras having wrong offset/rotation when using custom settings.

- Fix for wrong camera pitch after F1 cycle with lock to horizon enabled.

UI/HUD:

- First release of the new multi-page and multi-functional widget, replacing the old Standings widget.

It contains a real-time track position page, standings, pit stop strategy and car electronics. Navigation is possible with all navigation inputs, including keyboard arrows, D-Pad and mouse.

It enables the player to control all car-related inputs (TC, ABS, wiper, lights, rain light etc.) on the fly, without having to map each key to the steering wheel/button box.

NOTE: the MFD uses navigation inputs, which means input overlap may need some bindings to be remapped.

NOTE: the MFD navigation in VR is not yet functional, thank you for your patience.

- Introducing weather forecast and grip status widget: a simple widget on the HUD that alerts the player of changing weather

forecast in 10 and 30-minute projections. It is also visible on the race and setup screens.

NOTE: It shows weather forecast in real-world time, which means in accelerated sessions the forecast will be translated to a time that is easier to understand for the player.

- Fixed timing issues on car dash displays.
- Additional server information on Multiplayer lobby page, including session status and dynamic weather indicator.
- HUD pages can now be cycled backwards using Shift+F2.
- Added realtime track position widget.

NOTE: it is now the default page inside the MFD in multi-car sessions.

- Weather and Track status summary now visible on the weather tile in the Single Player page.
- Added helper information for various single player pages and the new weather page.
- Added tyre pressure readout on tyre app to help users who do not use cockpit cameras monitor tyre pressure.

Physics:

- Optimizations in multithreaded CPU calculations.
- Brake duct simulation. Influences brake disc heat and braking efficiency, but also rim and air temperature inside the tyre and thus pressure and general tyre temperature.
- Brake duct settings in setup aero screen for all cars. Setting 0 is a completely closed duct and can provoke brake fade very very fast, exceeding 1000°C. Never to be used in a real race, but added for simracer's gratification. Setting 6 is completely open and can keep the brakes very cold.

The peak temperature is of course important but keep in mind that a low setting not only heat. **Assetto Corsa Competizione Launches Today On Steam:**

The wait is finally over! After many months in Early Access, Assetto Corsa Competizione, the Official Blancpain GT Series game, **launches today on Steam:**

https://store.steampowered.com/app/805550/Assetto_Corsa_Competizione/

https://www.youtube.com/watch?v=wpTkgOB_TEO

Featuring 51 teams, 280 selectable drivers and 14 manufacturers, Assetto Corsa Competizione allows sim racers to experience the real atmosphere of the FIA GT3 homologated championship.

Developed using Unreal Engine 4 to ensure a visual treat, **Assetto Corsa Competizione sets a new standard** in driving realism and immersion, including the introduction of **variable weather conditions and night races** to influence challenge and racing strategies.

Virtual drivers will experience a simulation of the Blancpain GT Series by taking the wheel of one of the game's featured luxury motorcars including **Ferrari, Lamborghini and Aston Martin**, or choose from a number of other prestigious GT racing cars, all replicated with an outstanding level of detail.

“Never take anything for granted, even if you have the Assetto Corsa experience behind you! Assetto Corsa Competizione has been completely rebuilt from scratch, not only to best harness and adapt to the Unreal Engine 4 capabilities, but also to define a new standard in terms of realism and car handling. The opportunity of working with SRO GT Series has allowed us to further extend our know-how and our specialization in responding to players' needs, as well as those of real drivers. Reaching the finish line was not easy, but it certainly was exciting and satisfying, also thanks to the support of our incredible community, which once again understood and grasped the spirit and value of the Early Access program at its best. But our challenge is yet to be finished: even after the release of version 1.0, we will continue to work on expanding and improving Assetto Corsa Competizione to the best of our abilities” – Marco Massarutto, Co-founder and Brand & Product Manager of Kunos Simulazioni.

Got any questions? Hopefully our FAQ guide has got you covered!

FAQ GUIDE: <https://505games.com/assetto-corsa-competizione-launches-today-on-steam/>

V1.0.0 Changelog

General:

- Added Porsche 911 (991) GT3 R.
- Added Porsche 911 (991II) GT3 Cup.
- Added Mercedes-AMG GT3.
- Added Audi R8 LMS.
- Added Lamborghini Huracán Super Trofeo (2015 Model Year).
- Added McLaren 650S GT3.
- Added Bentley Continental GT3 (2018 Model Year).
- Added Aston Martin Racing V12 Vantage GT3.
- Added Reiter Engineering R-EX GT3.
- Added Lexus RC F GT3.
- Added Honda/Acura NSX GT3.
- Added Circuit de Catalunya (Barcelona).
- Added Silverstone Circuit.
- Added Circuit de Spa-Francorchamps.
- Added Brands Hatch Circuit.
- Added all drivers, teams and unique car liveries from the 2018 European Blancpain GT Series.
- Switched to UE 4.22.
- CPU optimizations that should bring significant improvement on all tracks.

Physics:

- New ABS logic update for all cars. ABS level can greatly influence your braking distances depending on weather and track conditions.
- Physics-based flatspotting re-enabled and greatly improved. You can badly flatspot your tyres with 2 or 3 high speed spins. The tyres will tend to lock up on the same flatspot, high vibrations to the suspension (and Force Feedback) when the flatspotted tyre is put under load (braking, cornering).
- Fuel load simulation/testing. You can find this new slider under Aero/Rear box. This only works in practice sessions. It is disabled in qualification, hotlaps/hotstint and race sessions. Once you have created your setup, you can move this slider and load the car with the fuel you want (less or more), and the ride height will change accordingly. The resulting ride height might be higher or lower than the actual setup. When you modify the ride height, the option will be disabled again.
- ECU and throttle map improvements for all cars
- Tyre sets implemented. There is a limited number of slick tyre sets available for race weekends (which can also be set to unlimited.)
When enabled, make sure you keep an eye on tyre sets and their wear in the Setup/Strategy page.
ACC assigns the following number of tyre sets for each different race type:
Sprint race weekend: 5 sets
Endurance 3 hours race weekend: 6 sets
Endurance 6 hours race weekend: 9 sets
Endurance 24 hours race weekend: no limit.
There is also no limit for wet tyre sets.
The feature only works in offline gameplay for now. Online game modes feature unlimited tyre sets.
Individual sets still get wear, so make sure a new tyre set is selected in every session (there is an automatic progression even if the player doesn't change the set manually).
- Kerb grip updates. Kerbs are now VERY slippery when wet.
- Rubbered wet line update. Rubbered wet line can be VERY slippery until cleaned by heavy rain.
- Improved tyre model bumps and kerbs impact.
- Improved rolling resistance influence.
- Improved wet grip simulation and wet rolling resistance influence.
- Improved tyre wear. Fresh tyres give maximum performance for 3-4 laps depending on track, then lose performance fast and stabilize after 6-7 laps. Afterwards they will lose performance gradually but laptimes might remain stable or very little loss, because of losing fuel weight.
- Added wind simulation in variable conditions. Wind will be higher just before and during a weather change (from sunny to wet and vice versa). It will settle to lower values when the weather is stable. Wind values have been taken from the real circuits on the actual race date and are used as a probability base for the in-game wind simulation.

-
- Updates on all car Balance of Performance for all circuits.
 - Fixed an issue that resulted in FFB values passed during the fadeout after pressing Quit in the pause menu - probably also resulted in gamepad vibration remaining in the UI after quitting.

Audio:

- Optimized channels usage.
- Improved opponents positional audio and distance scale.
- Overall volume balance.
- Reworked audio listening-priority.
- Reworked tyre damage / crew chief warning logic.
- Better audio stopping on quit game.
- Better logic for lastlap / hotstint / hotlap crew chief messages.
- Fixed a rare bug that fills up both real and virtual channels.
- Fixed crew chief audio that kept playing after car teleport.
- Fixed 'flickering doppler effect' for the F7 camera, F3 cameras, chase cam and helicam.
- Fixed missing pit alarms on various tracks.
- Fixed ambient sounds flickering in F3 cameras
- Fixed ambient sounds not playing in some cases.
- Fixed opponents not audible when the focused car is in the pits

Graphics:

- Reworked Temporal AA engine algorithms in order to mitigate the ghosting effect
- Added Projection Correction option to the View Settings
- Removed vignette effect from TV Cameras.
- Adjusted sky.
- Adjusted rain particles.
- Fix to aux lights not being linked to moving car parts.
- There is a new type of fake body and tyre shadows on all cars that produce less clipping.
- Opponent visibility now doesn't affect TV cameras.
- Helicam added.
- New video options: now contains presets and also additional image-related settings, such as white balance, exposure gain, light absorption and contrast.
- Video options revised for more consistent image with various levels of settings.
- New TV2 camera sets.
- Fixed LED strip not invisible in DashPro camera.
- Opponent visibility now has a threshold to reduce car flickering.
- Onboard camera shake
- New Driver name label styling

Gameplay:

- Added Championship game mode.

You can play the official 2018 season (Sprint, Endurance or Full Season) or set up a Custom Championship, where you can customize each round.

- Added Career game mode

Includes two seasons, including introductory test sessions and an introduction to Sprint and Endurance racing in a car of your choice.

- Added Save Game function - initial implementation allows one game session to be saved and loaded. Save feature is limited to Single Player race weekend modes. Multiple save option and save during career/championship sessions to be added later. Championship and Career progress is saved in between events.
- Added reset of collidable and destructible objects on session restarts and progression.
- Added saving/loading replay.
- Added auto save replay (you can enable it in general settings).
- Added reverse mode for replay.
- Fix for mandatory pit when driverstint is used.
- Fixed wrong first digital display shown on replay start.

-
- Added the possibility to change the digital display page for every car (not only player car), including replay cars.
 - Fixed possible broadcast replay crash due to wrong timing.
 - Improved AI formation logic to follow the player car if it is the polesitter.
 - AI to follow the player car during formation if he starts moving before the 10-second waiting time. This way the player is no longer able to create a gap by starting early from pole.

- Quick Race and Custom Race Weekend car selection and opponent logic completely revised: sho. **About Matchmaking feature in ACC:**

Dear ACC racers -

We have noticed some concerns over our forum post regarding a more detailed definition of the feature "matchmaking" and multiplayer.

This topic has been widely shared and discussed over various platforms, resulting in and alluding to an incorrect conclusion that Assetto Corsa Competizione will not feature any matchmaking feature and that the 1.0 version will only come with a simple server list when it comes to "how to join a multiplayer race" inside the title.

Even though ACC will release in a short time, we would like to clarify the situation in order to allow all current or future customers to be clear about this whole topic. We invite you to keep in mind the following:

- Our Dev. Blog forum post aimed to clarify that ACC will not feature any automatic scheduling of multiplayer races, and we would like to underline that nothing of the sort was ever promised during the Early Access programme.

- Assetto Corsa Competizione does feature multiplayer matchmaking. This feature is made possible thanks to a brand new Rating System (that will evolve together with the game after release in order to work even better), and it will help all players to automatically join the best match according to their skills and safety on track. Our system will first sort the servers giving the proper weight to players' preferences and rating indicators and secondly allow them to:

A) Press a Quick Join button that will automatically connect them to the theoretical best match;

B) Select their preferred server from a filtered server list on the ACC multiplayer page.

Anyone expecting an automatic scheduled racing system, featuring a calendar, a booking system and continuously updating leagues misunderstood what was stated by Kunos Simulazioni; on the other side, all reacting to this with the feeling that an automatic matchmaking function would have been missing can hopefully feel better now.

Kunos Simulazioni, as already known, will continue developing ACC even after 1.0 in order to closely look the feedback from the community and make the Competizione even better after its initial full-version launch.

. **Assetto Corsa Competizione - HOTFIX 0.7.1 AVAILABLE NOW!:**

Dear #ACC racers,

a new hotfix has been released! Please restart your Steam client and download it now!

Changelog 0.7.1

- Fixed a bug in some tracks where pitwall proximity would invalidate the lap.
- Removed penalty audio message at the end of the race.
- Fixed incorrect #26 Special Event description.
- Fix for MFD losing focus after a pitstop.
- Fix for potential setup initialization issues when changing game modes.
- Fix for Real-Time display showing lapped entries in non-race sessions.
- Missed changelog entry from initial release: default keyboard mappings have been changed to free up the arrow keys for MFD navigation.

Custom mapping for various controllers will be implemented at a later time. Thank you for your patience.

- Fixed auxiliary light mesh not fitting the Nissan GT-R Nismo GT3.

-
- Fix for lack of expected rain probability with high variability percentages when setting high cloud density and dry track surface.
 - Repair time added to teleport during race.
 - Fixed wrong damage message after teleporting to pit.
 - Enabled 10 laps telemetry saving by default on Huracan GT3 monza preset setups.
- NOTE regarding old setups: setups created in older builds will have extreme brake duct settings and may cause braking issues and overheating. Please adjust accordingly.

<https://www.assettocorsa.net/forum/index.php?threads/brake-ducts-and-tyre-damage.55903/>

NOTE regarding control presets: old control presets created in previous versions may cause issues. It is recommended to delete your old controls.json in Documents/Assetto Corsa Competizione/Config/ and start from scratch.. **Assetto Corsa**

Competizione - Game launch options update:

Dear #ACCompetizione followers,

we have just pushed an update to the game launch options, it should now offer you 3 options:

- Start normally (non-VR mode)
- Start in Oculus VR mode (without Steam VR)
- Start in Steam VR mode (with Steam VR)

IMPORTANT: If you have been using the -vr or -nohmd commands in the launch options previously, you can now remove them.. ASSETTO CORSA COMPETIZIONE LAUNCHING OUT OF EARLY ACCESS MAY 29, 2019:

It's the day our sim racers have been waiting for...

Kunos Simulazioni and 505 Games are delighted to finally announce that Assetto Corsa Competizione, the Official Blancpain GT Series game, will be launching out of Steam Early Access soon. Very, VERY soon...

May 29, 2019.

That's right, we're launching next month!

Thanks to the extraordinary quality of the simulation, Assetto Corsa Competizione will allow players to experience the real atmosphere of the BLANCPAIN GT SERIES championship, including official drivers, teams, cars and circuits, reproduced in-game with the highest level of accuracy ever achieved.

The final version of Assetto Corsa Competizione will include the following key features:

- **MULTIPLAYER AND SINGLEPLAYER MODES:** Assetto Corsa Competizione will have an advanced ranking system which will evaluate both individual performance and driving behavior, rewarding the most virtuous drivers and promoting fair play in online competitions. The effective matchmaking function will make sure that users can compete with opponents of similar skill level and easily find online races to join, while the leaderboards will allow the players to compare single-lap performance with drivers from all around the world with the same car, circuit and weather conditions. Career, Championship and Free Play modes will offer a complete and customizable gaming experience, suitable for players of every skill level.
- **CHAMPIONSHIP AND CAREER MODES:** Assetto Corsa Competizione will include a brand-new Career Mode designed in collaboration with Lamborghini Squadra Corse and official driver Mirko Bortolotti – Blancpain GT Series champion 2017 – who will introduce players to the first driving tests, giving them precious suggestions to start their adventure in the Blancpain GT Series. This mode will allow users to create their own racing team to take on all driving tests and racing weekends with an astonishing level of realism and with the main objective of any professional driver: to win. Championship mode will allow to virtually reproduce the Blancpain GT Series Season in the shoes of one of the official drivers.
- **REALISTIC WEATHER CONDITIONS:** Assetto Corsa Competizione will include competitions of different durations – from Sprint 60' races to the famous Spa 24H Endurance race – which will give to players the chance to experience variable weather conditions during the whole race, influencing the track's visibility and car handling. The possibility to set different weather conditions will help create races that are always different, with outcomes that are never given for granted.
- **THE MOST ACCURATE CIRCUITS:** Thanks to LaserScan technology, every official circuit is recreated with the utmost

accuracy: All curbs and details perfectly replicate their real counterparts, granting a gaming experience as faithful to reality as possible.

- **ADVANCED VISUAL AND AUDIO EFFECTS:** Unreal Engine 4 will guarantee photorealistic rendering and an accurate representation of scenarios, car materials and weather conditions. Thanks to the multi-channel audio sampling of real GT cars, the game conveys captivating and immersive acoustic surroundings and realistic environmental effects.

For more info, head over to the Steam store page. BUT, before you do that, take a moment to check out the latest trailer for Assetto Corsa Competizione below. Got any questions? Leave them in the comments below or reach out to us on any of our social channels...

<https://www.youtube.com/watch?v=PBJByZLjIE0>

. **Assetto Corsa Competizione - HOTFIX 0.6.5 AVAILABLE NOW!:**

Dear #ACCompetizione followers,

a small hotfix is available. Please restart your Steam client to download it!

v0.6.5 Changelog

- Disabled the option for randomWeather in the Multiplayer server.

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