

KLASSIKER DER SPIELEGESCHICHTE

RENNSPIELE

07. MAI 2015



Merkmale

Audiovision: Grafik
Technik: Controller
Narration: Rennen
Ludition: Steuerung
Physik: Schadensmodell
KI: Gummiband
Ökonomie: Tuning
Level: Rennstrecken
Performanz: Spielstil



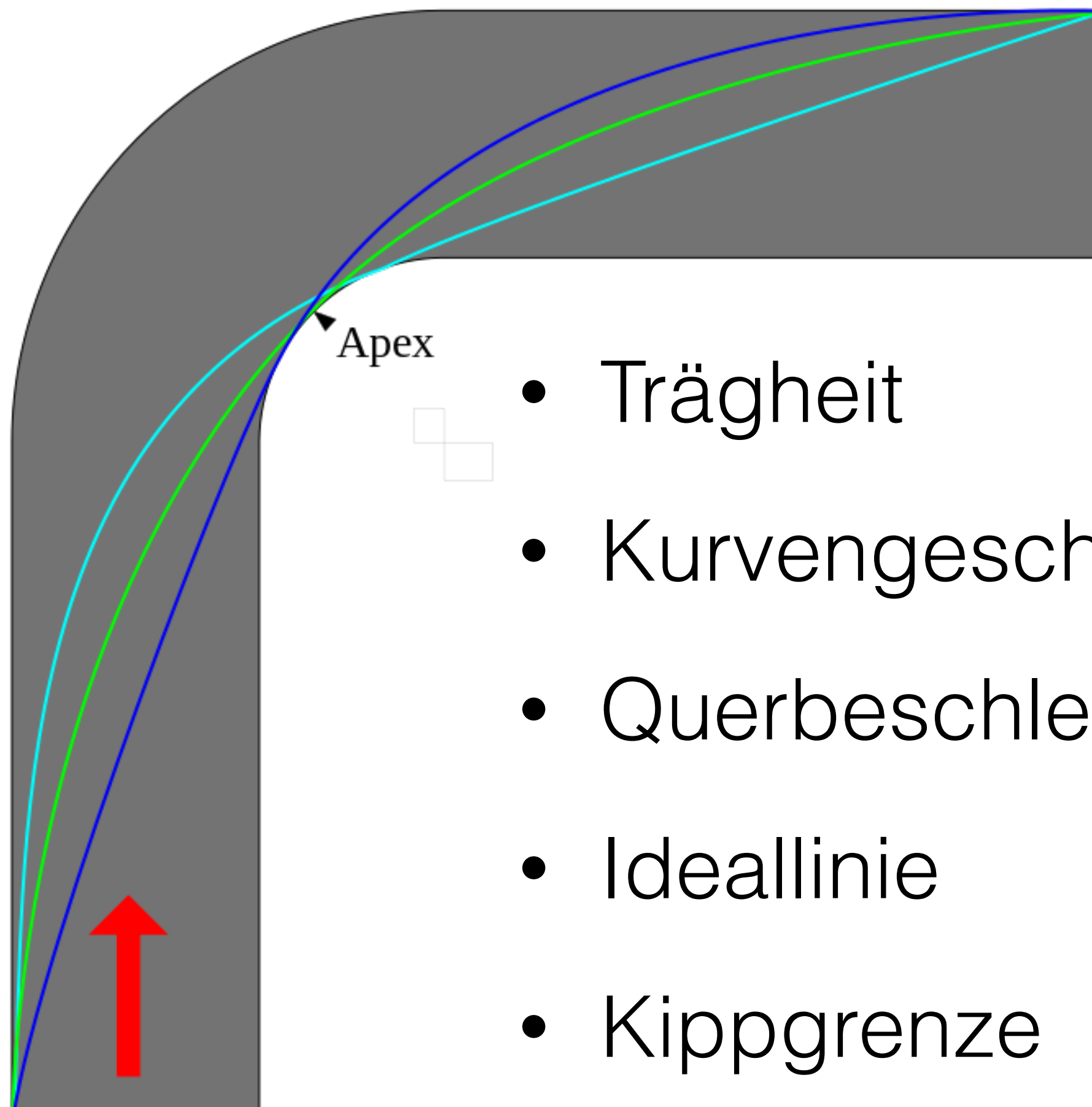
Arcade

Simulation

Racing Physics

Fahrphysik

[http://de.wikipedia.org/wiki/Fahrphysik_\(Auto\)](http://de.wikipedia.org/wiki/Fahrphysik_(Auto))



- Trägheit
- Kurvengeschwindigkeit
- Querbeschleunigung
- Ideallinie
- Kippgrenze

Relevante Fahrzeugkomponenten

Reifen

Regelsysteme

Massenverteilung

(Achslastverteilung,
Schwerpunktshöhe)

Federung, Dämpfung

Radaufhängung

Antriebskonzept

Frontantrieb

Standardantrieb

Heckantrieb

Allradantrieb

Aerodynamik



<http://kotaku.com/whats-the-best-game-engine-for-crashing-cars-1511415461>



Racing AI

Racing Line



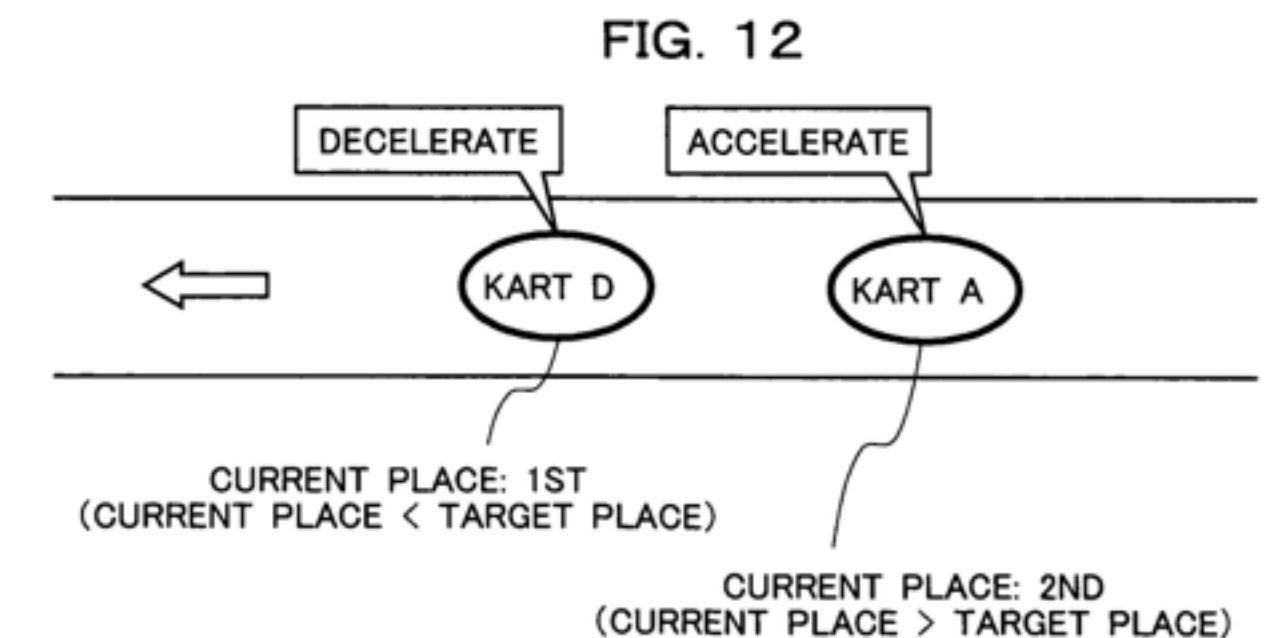
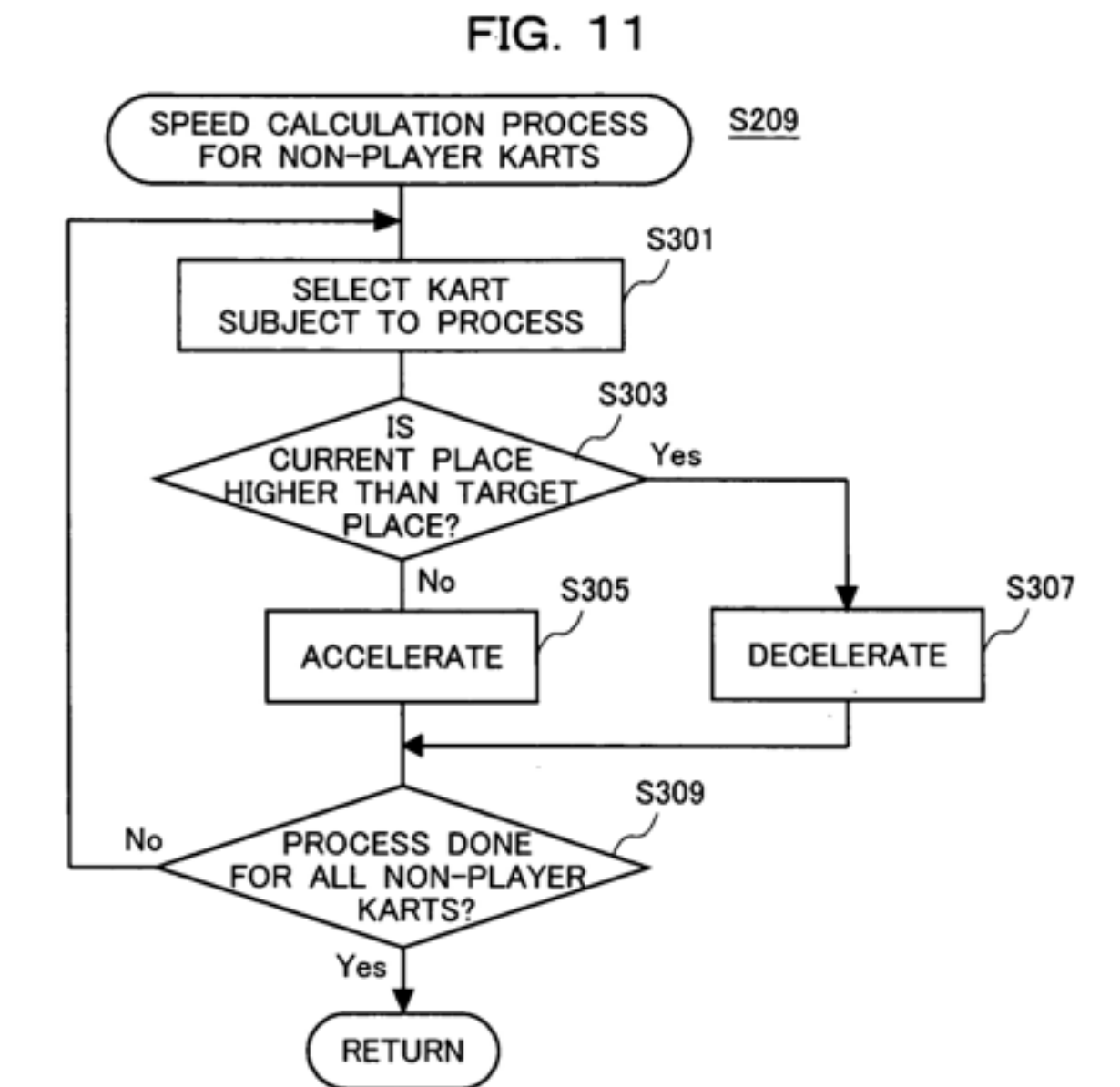
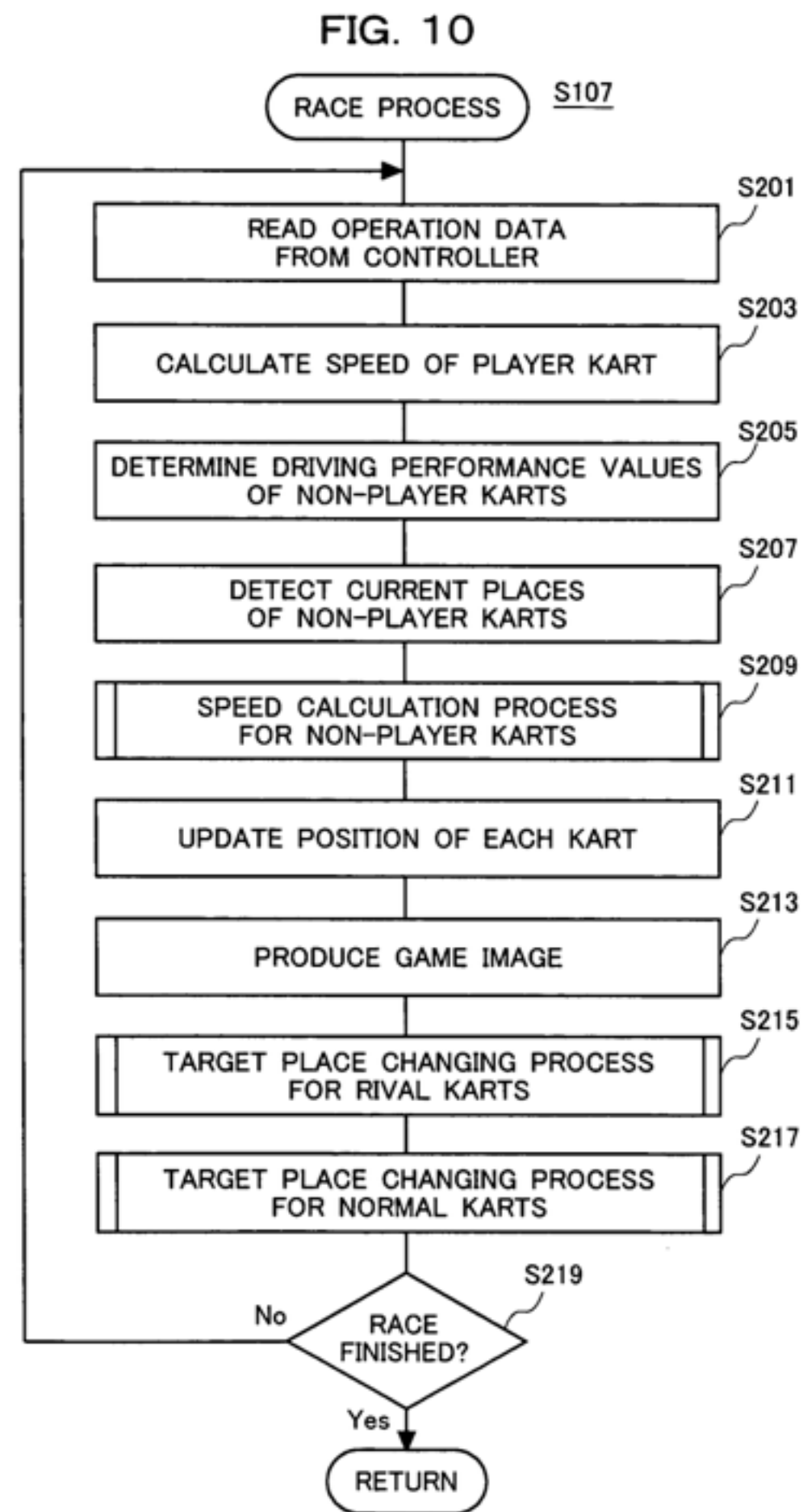
Rubber Band AI

US Patent 7278913

This method is very effective, as it keeps players surrounded for the whole race. It has an important downside: it's not fair, and that unfairness is easy to spot. It can easily break the illusion of fairness in the race. No matter how well a player does during the first 75% of the race, everything is decided by how they perform at the end. A single mistake in the last section can cost the player the whole race.

On the other hand, no matter how many mistakes the player makes at the beginning, there is still a chance of winning the race. The result: players can get frustrated and feel the competition is not fair.

http://www.gamasutra.com/view/feature/3920/the_pure_advantage_advanced_.php?print=1



Racing Economy

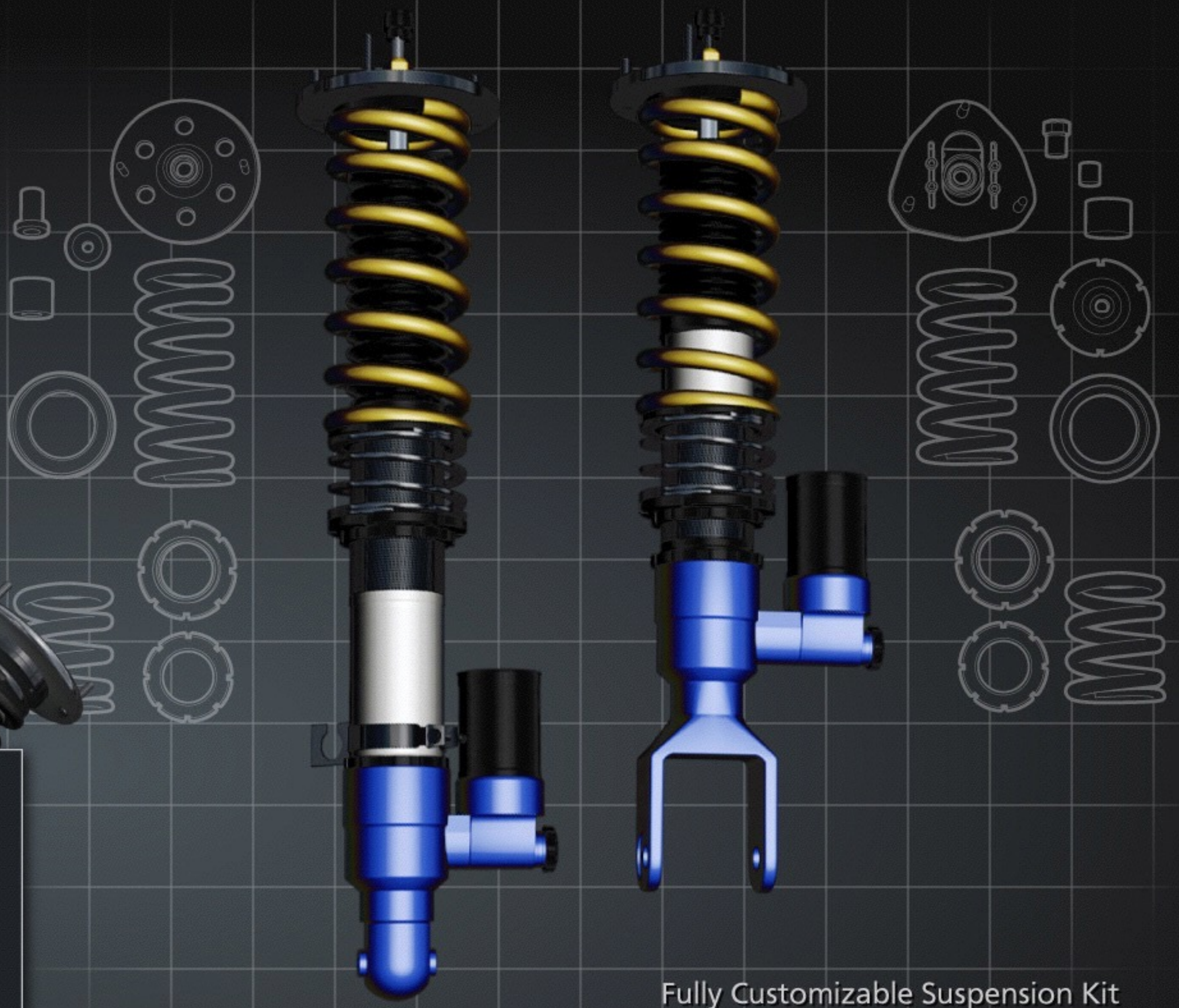
Suspension Kit

A lineup of suspension kits that control a car's movement.
A selection ranging from standard kits for beginners to full competition kits.
Choose a kit thats right for you.

Fixed Sports Suspension Kit
Cr. 3,000



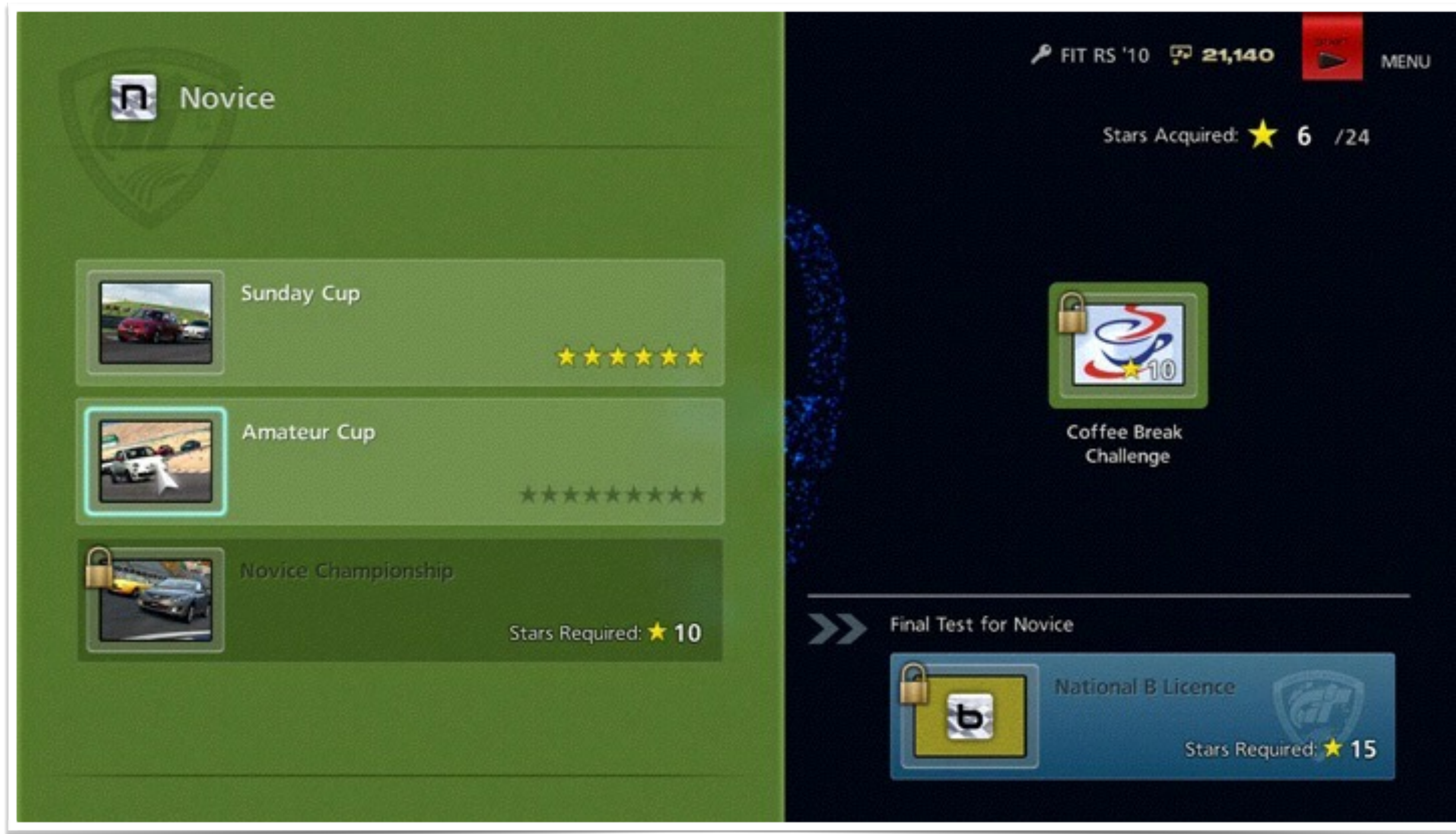
Height Adjustable Sports Suspension Kit
Cr. 7,500

Fully Customizable Suspension Kit
Cr. 20,000

Owned : 8

Career Mode



Car Dealer

Corvette Stingray (C7) '14

2,000,000

START

MENU

Showroom

Select Colour >

Gallery View >

Car Information >

Purchase

Lamborghini Reventon '08

LAMBORGHINI



Lamborghini Reventon '08

Price

Cr. 1,210,000

Current Credits

Cr. 2,000,000

Credits Remaining

Cr. 790,000

Catalogue Performance

Displacement

6,496 cc

Max. Power

649 BHP/8000 rpm

Max. Torque

67 kgfm/6000 rpm

Drivetrain/Aspiration

4WD/NA

Length

4,700 mm

Width

2,058 mm

Height

1,135 mm

Weight

1,665 kg

Italy  PP 551

The most expensive Lamborghini ever: an ultra-aggressive, 20-car limited edition model.

Racing Performance

Dream Racing



<https://www.youtube.com/watch?v=XRQy0x0plhQ>

Spielgeschichte

Vorgeschichte

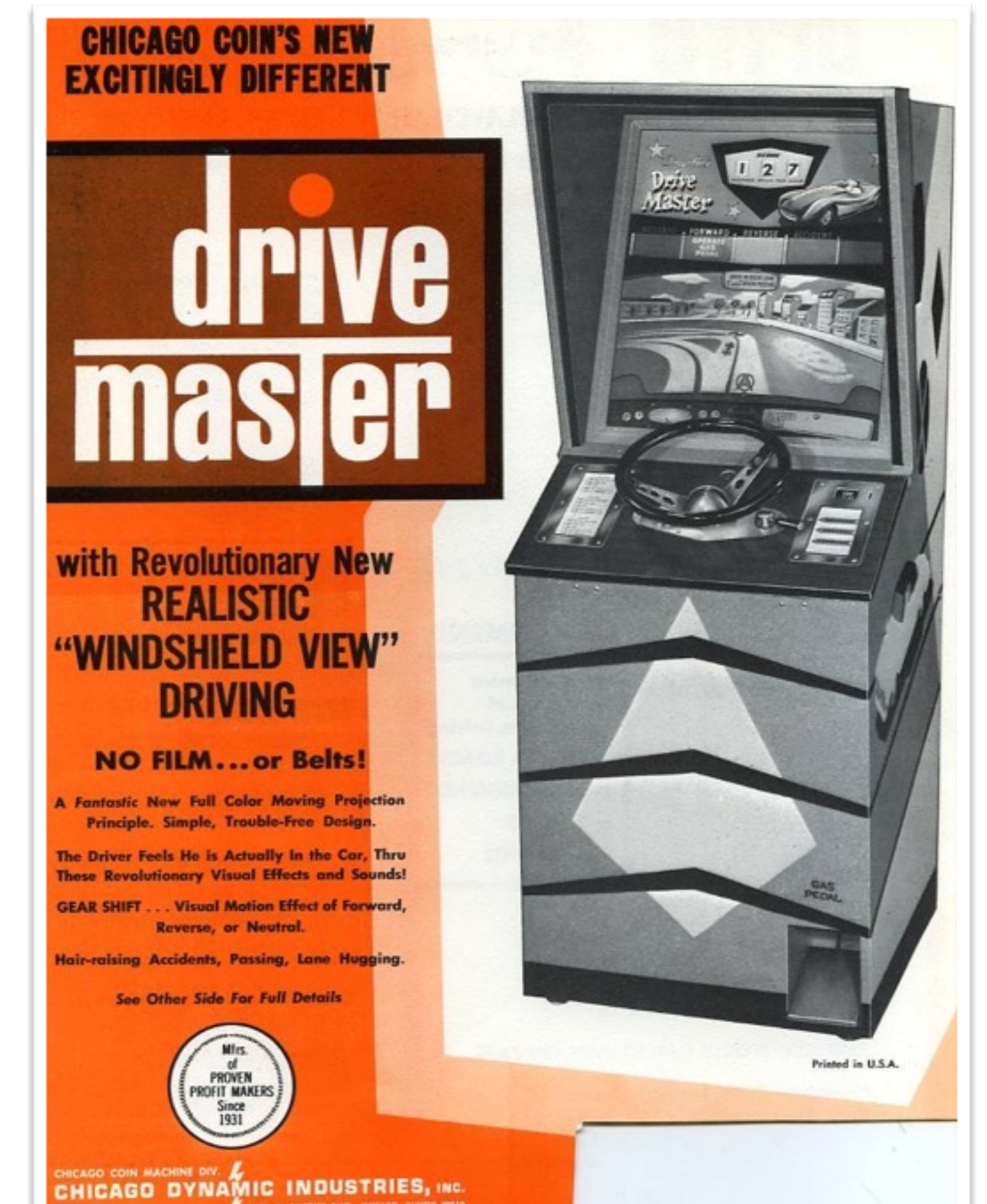
<http://www.pinrepair.com/arcade/>



1941



1959



1969

Nürburgring

neu · hochwertig · zukunftssicher



Patent angemeldet

Nürburgring setzt neue Maßstäbe für Videoautomaten. Es ist nicht ein Spiel mit ferngelenkten Miniaturfiguren, sondern hautnahes Rennerlebnis aus der Sicht des Fahrers. Damit gibt es erstmalig einen **Fahrtsimulator mit naturgetreuem perspektivischem Straßenbild** als Münzautomaten.

Nürburgring / 1

mit Lenkrad
und Gaspedal

Höhe: 1,82 m
Breite: 56 cm
Tiefe: 76 cm
Gewicht: 85 kg

Nürburgring / 2

mit Motorradlenker
und Gasdrehgriff

Höhe: 1,82 m
Breite: 56 cm
Tiefe: 70 cm
Gewicht: 85 kg

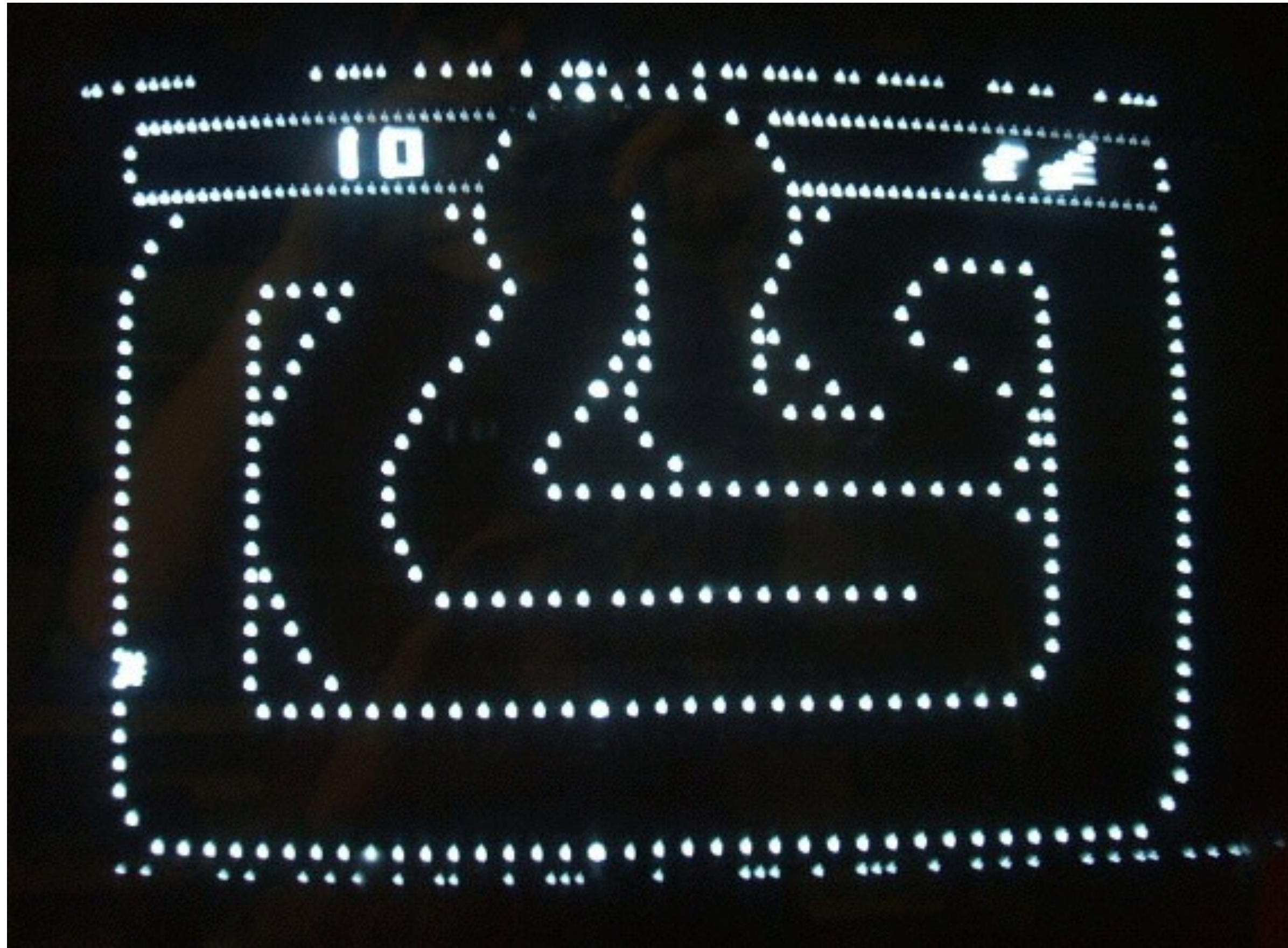
Bonn will die 0,8-Promille-Grenze einführen. Da



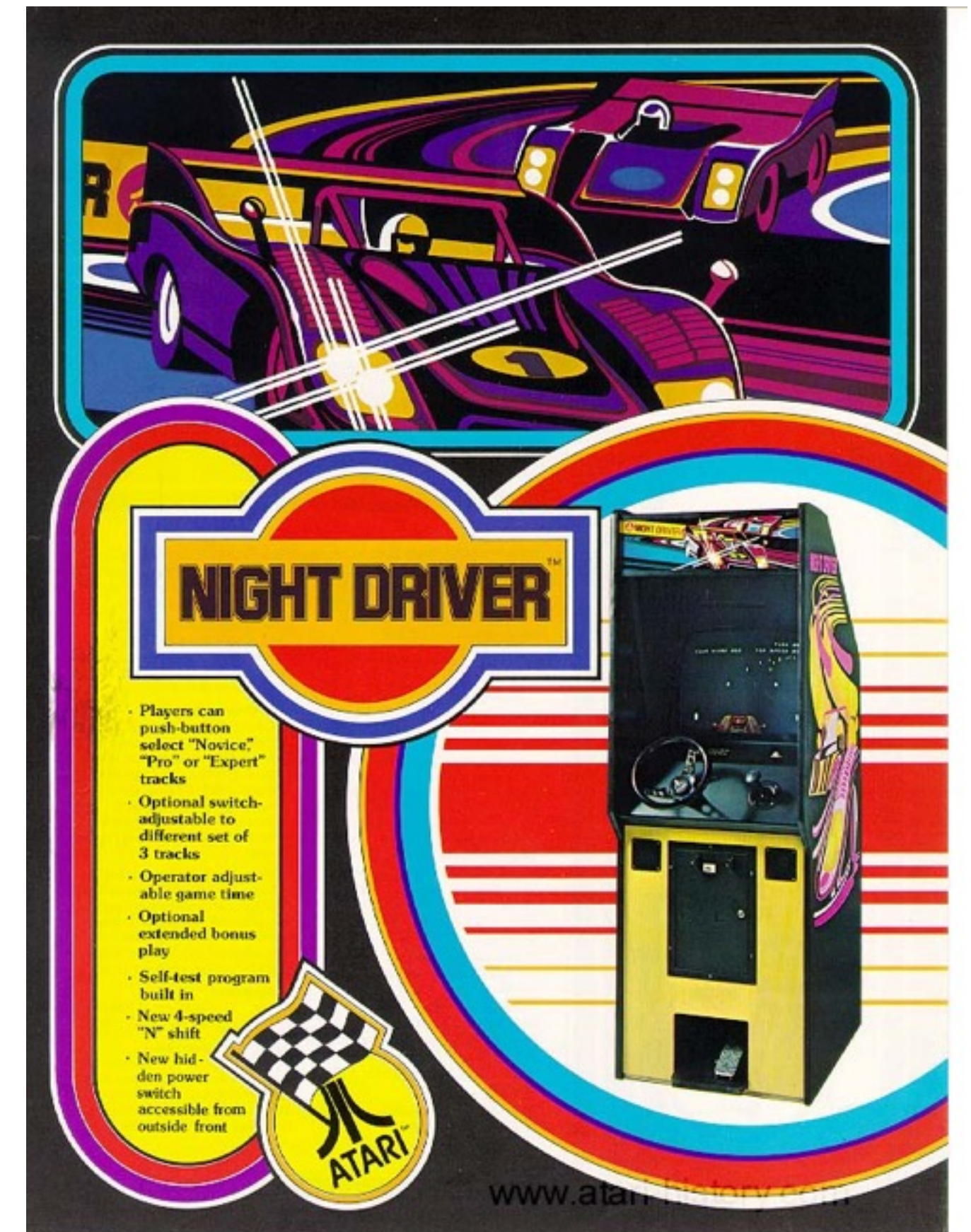
ge-
zungsabtei-
urg steht
rsimulator der Welt.
nden die Fahr-
55 Testpersonen ge-
ichern und unter
ockpit finden sich alle
nerne eines Autos. Ein Com-
ter erzeugt elektronisch ein
is Bild einer acht Meter breiten Bun-
straße und projiziert es in das
Blickfeld des Fahrers. Er
die Strecke realistisch wie bei einer

1973

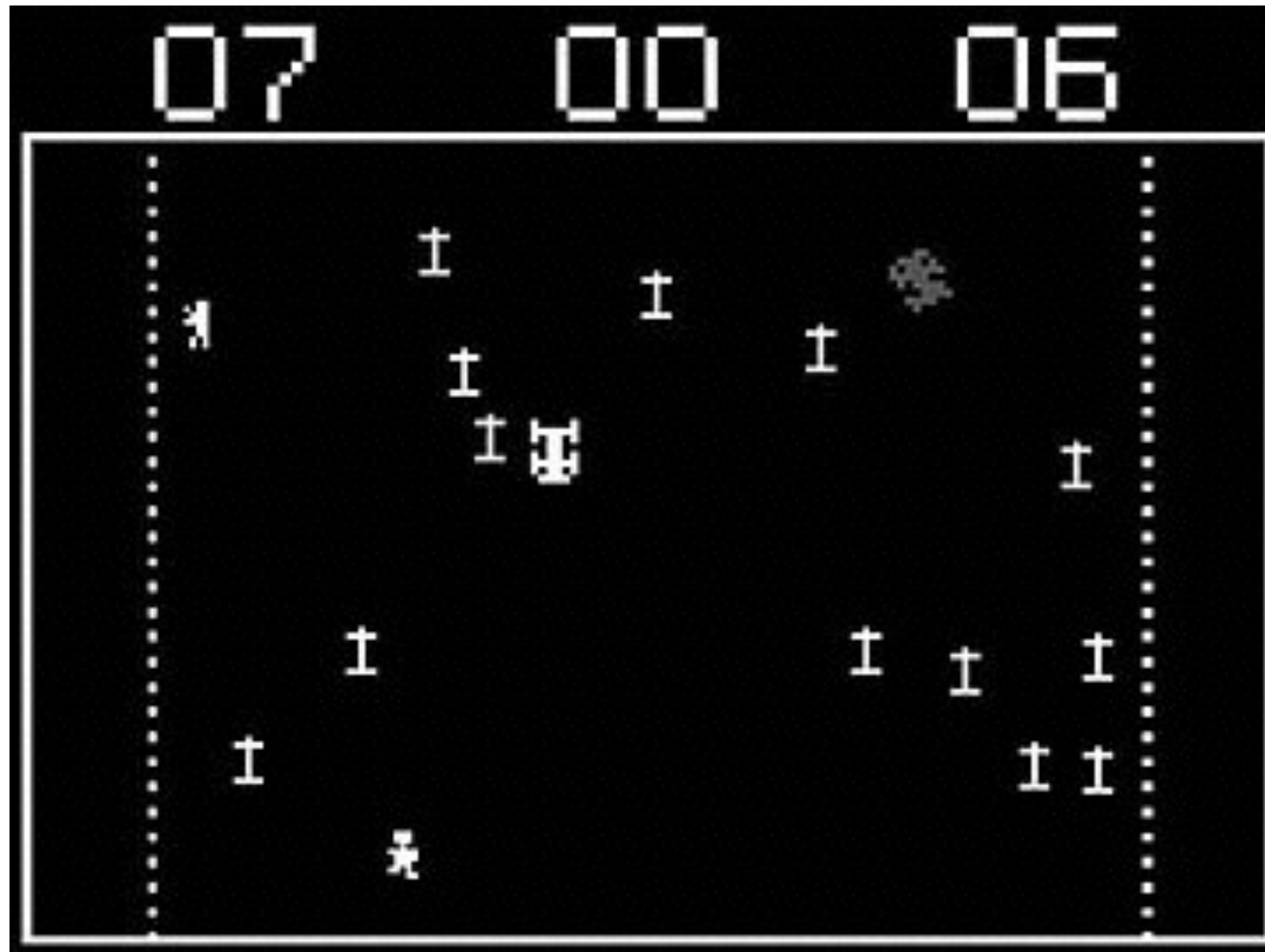
Arcade: Gran Trak 10 (1974)



Simulation: Night Driver (1976)



Vehicular Combat: Death Race (1976)



Arcade Rennspiele



Turbo (1981)



Pole Position (1982)



Out Run (1986)



Arcade Rennspiele



Hard Drivin' (1989)



Ridge Racer (1994)



Virtua Racing (1994)



Arcade Racer



Burnout (2001)



Juiced (2005)



Motorstorm (2006)

Street Racer



Need for Speed (1994)



Midnight Club (2000)



Project Gotham Racing (2000)

Level Editoren



Racing Destruction Set (1985)



Stunts 1990



Kart Rennen



Super Mario Kart (1992)



Sonic Drift (1994)

Angry Birds Go! (2013)

Digimon Racing (2004)

Konami Krazy Racers (2001)

Looney Tunes Racing (2000)

Lego Racers (1999)

LittleBigPlanet Karting (2012)

Muppet RaceMania (2000)

MySims Racing (2009)

Pac-Man World Rally (2006)

SuperTuxKart (2004)

Star Wars Super Bombad Racing (2001)

South Park Rally (1999)

Simulatoren



Chequered Flags 1983



Revs 1984



WEC Le Mans 1986

Sim Racing

http://en.wikipedia.org/wiki/Sim_racing



Indianapolis 500:
The Simulation (1989)



Grand Prix Legends (1998)



iRacing 2008



Project Cars (2015)

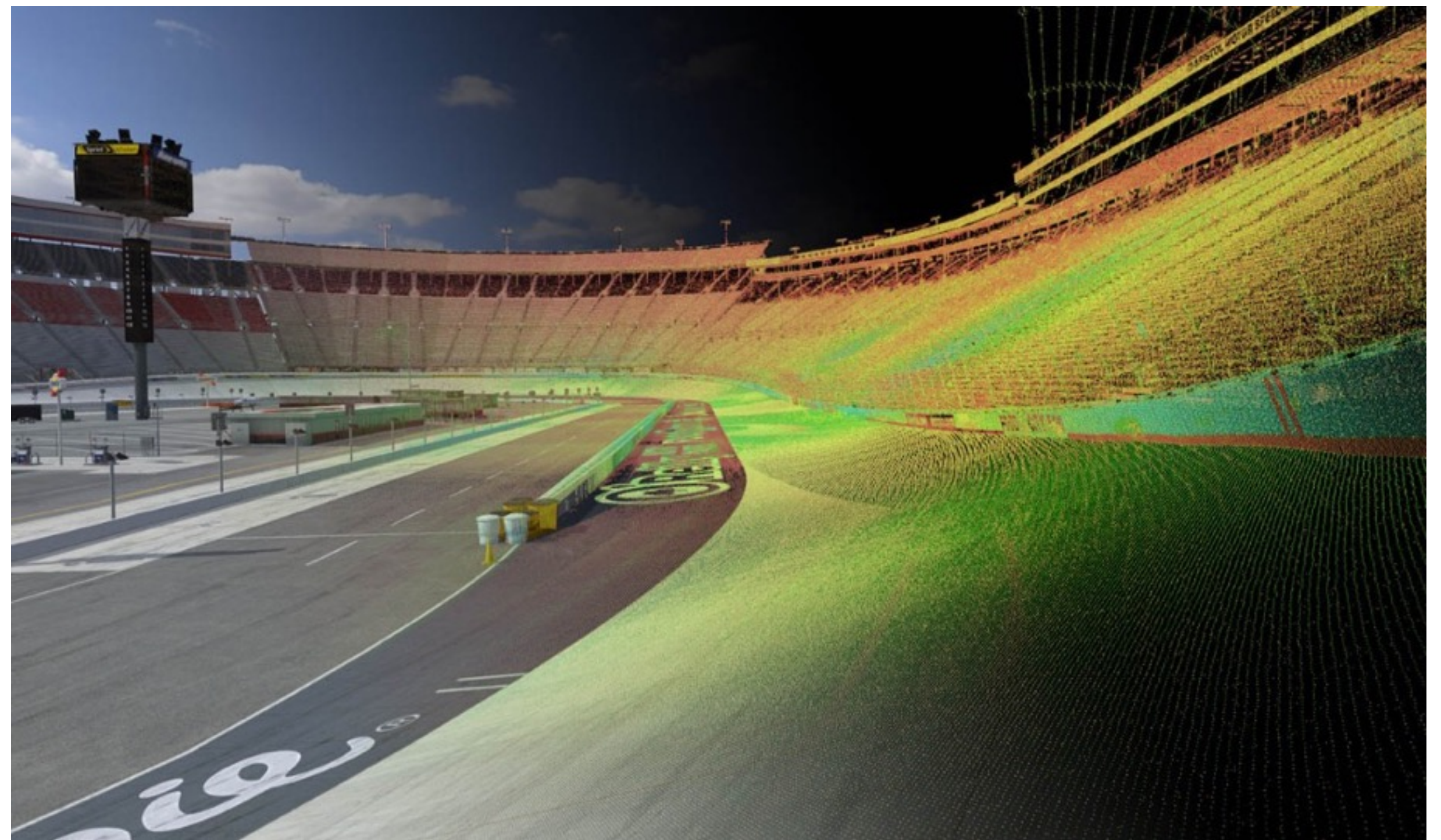
Individual-Dispositiv



<https://twitter.com/iracing/status/343740041216028672>

Laser Scanning

<https://www.youtube.com/watch?v=QHCK-5lZX9U>



Halb-Simulatoren



Gran Turismo (ab 1997)



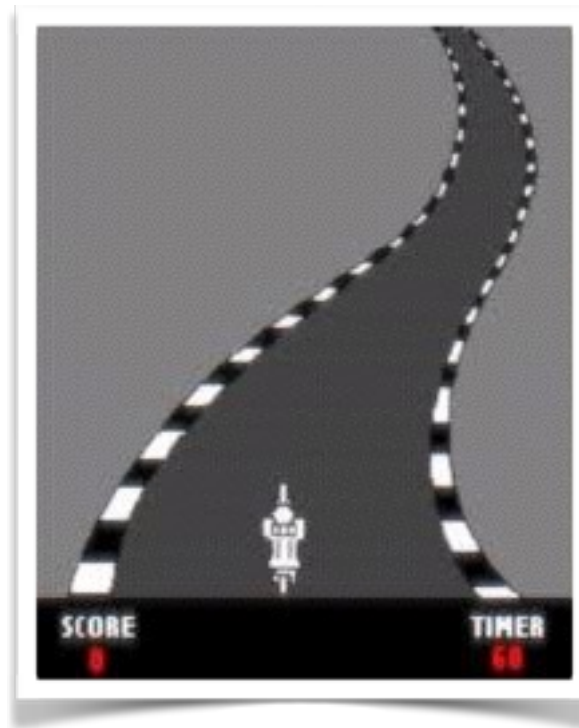
Forza Motorsport (ab 2005)

Ludo-visuelle Dissonanz



Blur (2010)

Motorrad-Rennspiele



Fonz (1976)



MotoRace USA 1983



Hang On (1985)



Vehicular Combat



Rally-X (1980)



Spy Hunter 1983



The Battle Road 1984



Chase H.Q. 1988

Vehicular Combat



Twisted Metal 1995



Interstate 1997



Carmageddon 1997