Blur Extra Points

There are times in Blur you have to slap yourself in the face and remind your self there's such a thing as a racing line and you should probably be thinking about it.

Blur's car categories seem intimidating at first glance, you've got 4 classes of cars, 4 stats, 5 different handing types and bracketed types next to the car name too. This is the physics homework.

In reality, things are much more simple. Classes are just general categories of quality, D sucking balls and A not sucking balls, while the handling types generally tell you if your car likes to drift, or corner normally.

Blur does have it's stylistic problems. My first thought on seeing these vast purple dividers the game flaunts before every event was… holy shit these look awful. And that was certainly confirmed when, in maps like San Francisco, it literally just clips through the map.

The cars don't exactly scream street scene, but I'm not so sure Bizarre Creations knew what that actually meant. (0:23 into cars and tracks, rap culture, smooth culture, drift culture). What they've done there is they've represented rap culture with roses and calligraphy, then said, and I quote "smooth culture".

You guys gotta understand, in the north, the best car culture gets is the morris marina owner's club, we don't have ken block in the UK, we've got ketamine kyle doing donuts in a tesco car park, which is why you get to enjoy smooth culture in Blur with a box of crayolas for customisation. Blur's asset here is it's car list.

If you see a shunt on your tail, you can move to align the shunt with a different car. It hits them, you're home free, you used someone else's homing missile for your own benefit.