

I'm not robot





Burnout Revenge lets gamers experience the thrill of vehicular mayhem as they rip through rush hour traffic and take down scores of rubbernecking roadhogs. The game features revamped race, crash, and road rage modes, as well as an all-new Revenge mode that challenges players to battle the clock and unleash their frustrations on rush hour traffic. With its blistering speed and spectacular destruction, Burnout Revenge takes the series to dizzying new heights. Released in 2005 for PlayStation 2, Xbox, and Xbox 360, the game allows players to compete in various racing modes with different objectives. These include circuit racing, Road Rage, Burning Lap, Eliminator, and Crash, where players earn "Crash Dollars" by causing as many rival cars to crash as possible. A new feature in Burnout Revenge is the ability to ram same-way traffic, known as "traffic checking," which can propel the rammed car forward and result in a Traffic Takedown. The game also features an online mode and has since been made backwards compatible with Xbox One and Xbox Series X/S. The game allows players to engage in various techniques such as driving on the wrong side, tailgating opponents and drifting. A unique aspect of the series is battling other rivals; players can ram rival cars and cause traffic crashes, with causing a rival car crash referred to as a "Takedown" that rewards players by extending their boost gauge length. The game features designated events where players can use boosts to activate "Crashbreakers" during crashes, detonating nearby cars. When a player is taken down, they must take revenge on the rivals and is referred to as a "Revenge Takedown". In the main single-player mode, players participate in a world tour with 169 events across three continents, divided into 11 ranks. The game also features multiplayer gameplay, both online and offline. Additionally, it includes three types of Crash modes: Crash Battle, Crash Party, and Crash Tour. Players can unlock extra vehicles by using saved games from other titles or achieving certain milestones in the game. Given text paraphrased here Burnout Revenge's features included a system to track rival players' victories, as well as a new "Burnout Clips" feature that allowed users to share 30-second clips of offline races with Xbox Live friends.[3] The game was also made available for backward compatibility on the Xbox One and Series X/S consoles in May 2018, along with kiosk downloads on the Xbox 360 version. Burnout Revenge received widespread critical acclaim upon its release. Burnout: Revenge was released on March 17th, 2006 for Xbox 360 and later became available on Xbox One through backward compatibility. The game received mixed reviews from critics but has since been recognized as an improvement over its predecessor. EA announced that it would remove online servers for 49 games, including Burnout: Revenge, in August 2007, which led to the game's online multiplayer becoming inaccessible. However, in December 2017, EA revealed that it had shut down its online services, affecting many of its titles. The game was reviewed by various publications, with some praising its improved gameplay and others criticizing its lack of innovation. The game received an average score of around 70% across different review outlets. Burnout: Revenge features a variety of cars and bikes, as well as multiplayer modes. It is part of the Burnout series and has been compared to other racing games of its time. Overall, Burnout: Revenge was released in 2006 for Xbox 360 and later became available on Xbox One through backward compatibility, offering improved gameplay and a range of features that set it apart from other racing games of its era. Review of Burnout Revenge, a racing game that combines high-speed driving with a mix of arcade and simulation elements. The game received positive reviews from critics and players alike, praising its addictive gameplay, improved graphics, and new features such as the "Revenge" mode. The game was released for PlayStation 2, Xbox, and Xbox 360 consoles in 2005.

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