

Retro City Rampage: DX IS COMING TO EVERYTHING!

'DX' to debut on PS4 and Mac OS X, alongside PS3, PS Vita, Xbox 360, Wii & PC



Watch "What's New in 'DX'?" on YouTube. • <http://www.youtube.com/watch?v=JuVrtMQUBxw>

Monday, November 3rd, 2014

'**Retro City Rampage: DX**', the beefed up remastered version of the original game is coming to every platform the original debuted on, along with brand new ports to *PS4* and *Mac OS X*.

Specifically: **PC, Mac, PlayStation 4, PlayStation 3, PS Vita, Wii, Nintendo 3DS & Xbox 360.**

PlayStation players will be able to enjoy **3X Cross Buy**, with the new PS4, PS3 and PS Vita versions all sold together as one.

PC/Mac players will be able to enjoy **2X Cross Buy**. The Mac version will be available for free to all who purchase or have purchased the PC version, and vice versa.

For more details on a specific platform, follow the links below:

- [PlayStation Users](#)
- [PC/Mac Users](#)
- [Xbox 360 Users](#)
- [Wii Users](#)
- [Nintendo 3DS Users](#)

When? It all starts rolling out ***NEXT WEEK!***

Retro City Rampage: DX will hit PlayStation November 11th and WiiWare on November 13th. It'll hit PC/Mac next week as well (*exact day TBD*) and Xbox 360 (*hopefully next week*) too. All platforms have gone gold, but a few are still waiting for their exact release dates.

In addition to the new platforms, *RCR* will also make its Australian and New Zealand debuts on all platforms, formerly held back by the required rating classification. This means that Xbox 360 and Wii players over there will finally be able to get their hands on it!

OH... and more BIG NEWS is coming, but I figured this was enough news for one day ;)

Keep your eyes peeled on...

- <http://www.RetroCityRampage.com>
- <http://twitter.com/RetroCR>
- <http://facebook.com/RetroCityRampage>

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Press and streamers, reach me at media@vblank.com.

Screen Shots (6.7MB)

http://www.RetroCityRampage.com/press/RetroCityRampage_ScreenShots_20141103.zip

Screen Shots, Logos & Additional Art Assets (12.4MB)

http://www.RetroCityRampage.com/press/RetroCityRampage_AssetLibrary_20141103.zip

Announcement / "What's New in 'DX'?" Trailer

<http://www.youtube.com/watch?v=JuVrtMQUBxw>

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Best Regards,
Brian Provinciano
Developer of Retro City Rampage



SO WHAT'S 'DX', EXACTLY?

Those who've been following RCR will know just how much the game's changed since the original launch. Within weeks of the original RCR's 2012 release, updates made vehicles faster, added more checkpoints, tutorials, hints screens, and tweaked missions. Those changes made great improvements, but still just scratched the surface. 'DX' is a top to bottom remastering of just about everything.

For 'DX', every single mission's been re-tuned. Vehicles. Weapons. Challenges. Visual Effects. Visual Enhancements. Checkpoints. Difficulty. Challenges. From the game's core to sprinkles on top such as parking garages and waypoints, it's more than just a new coat of paint.

The extra care I put into 'DX' didn't go unnoticed when it first released on the Nintendo 3DS earlier this year. 'DX' earned an outpouring of more love from players and reviewers than ever before, earning almost unanimous 9/10s across the board and sales to match. After the chaos and stress surrounding the original 2012 launch, things finally came together according to plan and the reception I yearned for followed. Sales have now exceeded 400K units, with another quarter million PlayStation Plus downloads on top of that. The positive word-of-mouth has grown the fan base year over year and helped overshadow the "mixed reception" stigma which plagued the 2012 release, helping the 3DS release eclipse the Xbox sales in a fraction of the time despite launching over a year later.

Retooling the game for the 3DS's smaller screen opened my eyes to the core of RCR's play-experience. I saw how a closer more dynamic camera, brewed out of hardware limitations,

actually made things feel more exciting. Selecting weapons from a grid instead of cycling through them made combat more fluid. The changes added up, and it was clear they'd be at home on HD systems too. Not just for the TV, but for the PS Vita as well – boasting not just a new zoom mode and touch functionality, but a completely new UI specifically for the handheld.

So, after the many months of working on this is secret, I'm incredibly excited be able to not only announce it, but announce it with some solid release dates!

THE BEST OF BOTH WORLDS

'Retro City Rampage: DX' includes both 'RCR:DX' and the original 'RCR' for the purists. Big overhauls were made to re-balance the missions, difficulty, weapons and even police AI, but if you want to stick with the original version, you can flip the switch under the *Help & Options* menu.

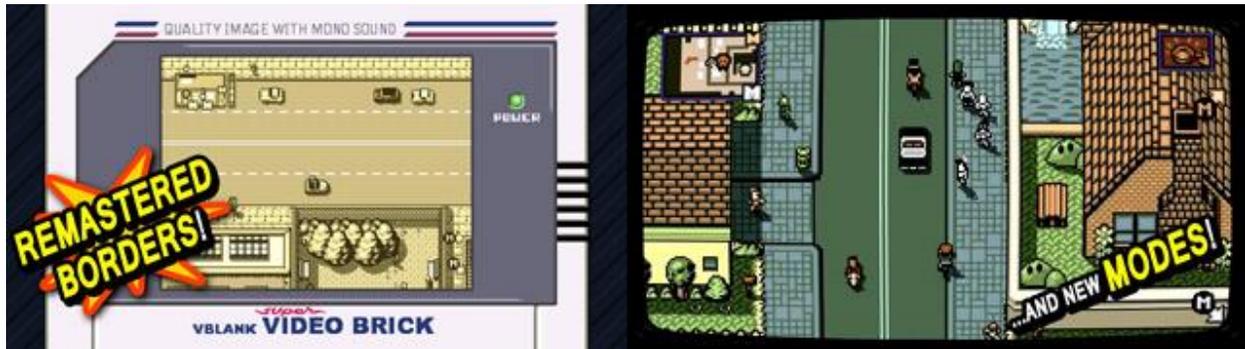


New zoom modes, a dynamic camera and a new lightweight HUD bring you closer to the action. Up close, the action packs more punch and driving feels much faster. The new 3X zoom option's tailored specifically for the PS Vita, but also available on PS3 and PS4. Car engines were beefed up in RCR updates after the very first release two years ago, but the new dynamic camera doubles the **ooOOMPH!**. You'll feel the difference when you compare 1X to 3X zoom and economy cars start to feel sportier. Once again though, purists can still play with the original zoom mode and original status bar style HUD.



The two graphics modes give you the option to amp the graphics up or trim them back. The updated **"RETRO+" graphics mode** delivers more eye candy with better shadows and more effects. The new **"8-BIT" mode** on the other hand, makes the game look even closer to something dug up from the '80s.

More video filter options are also included, from color modes to a widescreen tube border. You can now also eliminate the border completely but still use the scanline or dot-matrix filters.

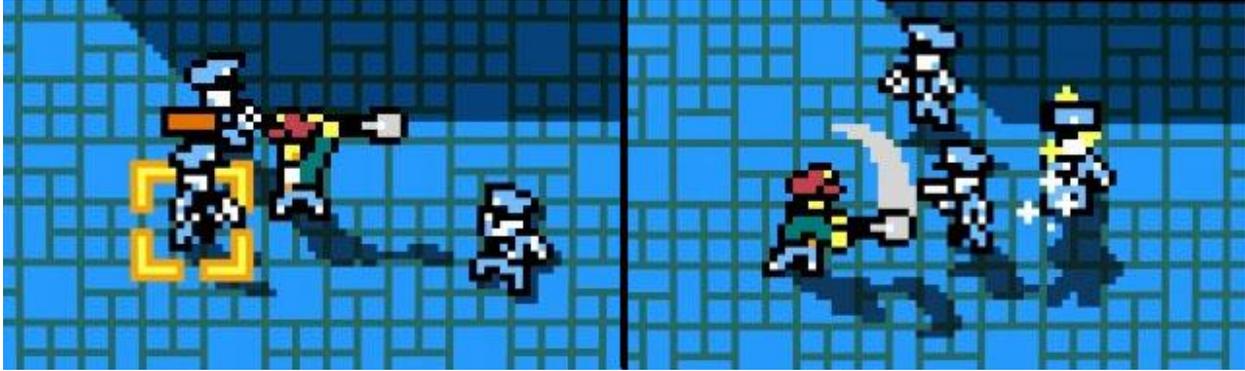


MISSIONS

Every single mission has been touched up, offering a better experience overall. Certain missions have been edited to improve pacing. In Death Cam VHS, for example, you won't need to clear so many enemies during the melee section. During the car dodge tutorial, you won't need to jump so much. It's little changes like this which just make for a smoother ride. They've also been hand tuned to work with the new 3X zoom mode, making the new PS Vita experience the best it can be.

CONTROLS & WEAPONS

Controls have been tweaked. You can now jump immediately after firing weapons, making dodging enemies even easier. Weapons have been rebalanced, some boasting more damage, many with more satisfying effects. The cars and explosions blast more effects too – but purists can still stick to the classic "8-BIT" for more authentic '80s experience.



A new weapon select screen can be toggled, pausing the game mid-action and enabling you to more easily switch weapons when your inventory's full. It also supports touch on the PS Vita.



The PS4 version also has optional vibration support in case you want to feel the pixels thud under your pixel tires.

ARCADE CHALLENGES & TROPHIES

The weapon updates noticeably improve the Arcade Challenges, but many challenges have been reworked themselves as well. Second-Rate Sprees, for example, now run 30 seconds instead of 60, tightening rounds up to dethrone your friends from the leaderboards.

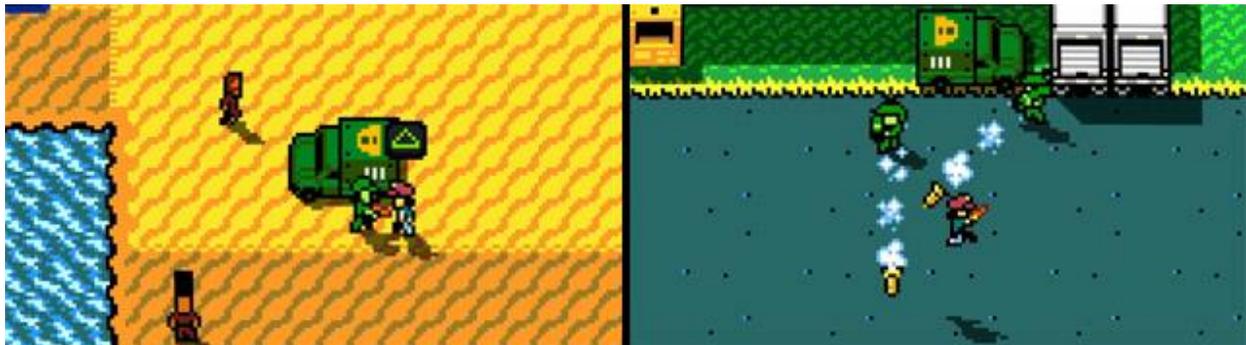
Two completely separate sets of leaderboards are now included, so 'R.C.R.:DX' players won't be facing off directly against players of the original 'R.C.R.' mode.

With the freedom to rework things from top to bottom with brand new versions on PlayStation, 'DX' is able to boast a brand new trophy set too, which is now easier to 100%.



HIJACKING WEAPONS

The city now has more to do, populated with weapon trucks. Getting the right tool for the job's now a lot more convenient. You can purchase your weapons or try your luck and attempt to hijack them. Spelunky shop keeper style, so to speak.



LOSING THE COPS

The wanted level system and police AI have been deepened to create more of a cat and mouse metagame. Instead of running, if you stop to fight, clearing the screen of cops will help get them off your tail. Defeating three or more cops will spawn a Cop Coin which lowers your wanted level. You can still also spray your vehicle, find coins, or change your look with a new haircut, but this makes it much more fun and convenient. It's balanced out with slightly more challenging police. If want to make things even more challenging, you can disable the coin drops from the

pause menu.

MINIMAP, TOUCH & UI

The new HUD brings a larger minimap with it, which now displays more than just missions and challenges, also weapon, spray and power-up shops, as well as enemies. You can also set it to display other locations, such as specific shops. The larger minimap makes navigating the city much easier as you're able to see all of the roads and alleys ahead, choosing the optimal route to a destination.

You can zoom into the minimap with a single button press now, as well as set waypoints. The entire front end and UI have been redone for the PS Vita, including touch support.



PARKING GARAGES

'DX' brings massive parking garages to Theftropolis. You can park one of every vehicle equipped however you like (that's 54 parking spots!), and access them from any other garage around the city like a vehicle teleporter!

JUKEBOX

For chiptune fanatics, 'DX' now includes a 147 track music jukebox, enabling you to queue up

hours of the incredible music composed by Jake 'virt' Kaufman, Freaky DNA and Norrin Radd.



ODDS & ENDS

More little tweaks made their way into 'DX' than I can even keep track of anymore, but one of the big ones is the brand new **Spanish translation!**

If you missed it, the PC version also now has mouse support and more display options. You can switch between 60 and 30fps and choose scaling/stretch modes.

BUT WAIT, THERE'S MORE!

That's not all though! **More Retro City Rampage surprises are still to be announced in the coming month.** A pretty big one, in fact! Follow [@RetroCR](https://twitter.com/RetroCR) on Twitter or [Retro City Rampage on Facebook](https://www.facebook.com/RetroCityRampage) to keep up to date. Keep an eye on <http://RetroCityRampage.com> too.

PLATFORM SPECIFIC DETAILS

PlayStation Users

The PS4, PS3 and PS Vita versions of 'DX' all sold together as one, 3X Cross Buy!

With the 20% OFF PlayStation Plus launch week discount, you'll get all three for \$7.99 (\$9.99 *without Plus*). That's only around \$3 for each platform, and much less than the original RCR's \$14.99 launch price!

Owners of the original Retro City Rampage for PS3 and PS Vita can transfer their save games to the new 'DX' version via Cross-Save. The new 'DX' version is a separate purchase, but keep in mind that with 'DX', you're getting the PS4 version, a brand new Trophy set and new leaderboards. Owners of the original 'RCR' who transfer their save game to 'DX' will also earn a shiny elite star next to their score to show off on the leaderboards.

LAST CALL! The original 'Retro City Rampage' will be delisted from the PS Store and replaced with 'Retro City Rampage: DX' in order to avoid customer confusion. While 'DX' includes a mode to play the original 'RCR', if for some reason you would prefer the pure original, grab it before it's too late. If you already own the original 'RCR', you not be affected by this. You will still be able to re-download it indefinitely, at any time. The delisting will only prevent new purchases.

PC/Mac Users

'Retro City Rampage: DX' will be a free update for owners of the original 'RCR' on PC / Steam / Humble Store.

The PC and upcoming Mac versions are Cross Buy. The Mac version will be available for free to all who purchase or have purchased the PC version, and vice versa.

Steam updates are automatic by default, but DRM-Free customers will need to login to their download page to grab it when it's available.

Xbox 360 Users

'Retro City Rampage: DX' will be a free update for owners of the original version on Xbox 360, with all the HD bells and whistles! The only things missing are the remastered screen borders, due to Title Update size restrictions. It still contains the *new* borders though!

Note: this also marks the debut on Xbox 360 in Australia and New Zealand!

WiiWare Users

'Retro City Rampage: DX' will be a free update for owners of the original version on WiiWare.

I greatly thank those loyal few of you who've showed your support by purchasing RCR on your Wii and Wii U consoles in 'Wii mode'. This update makes the WiiWare version on par with the other systems, only missing HD video filters and zoom modes.

It supports the Wii Remote, Classic Controller and Game Cube Controller, with an optional 'shake' gesture exclusive to the Wii Remote.

Note: this also marks the debut on WiiWare in Australia and New Zealand!

Nintendo 3DS Users

'Retro City Rampage: DX' is already available for Nintendo 3DS, but don't worry! You're not forgotten! Remember that an update will be coming alongside the *new* 3DS which adds support for the new buttons! I have no idea when that will be since the North American/European release date for the system hasn't been announced, but it's coming!

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That's all for now!