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Redout: Enhanced Edition Serial Number



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## About This Game

NEXT GENERATION AG RACING IS HERE!

**Redout is a tribute to the old racing monsters such as F-Zero, WipeOut, Rollcage, and POD.** It is designed to be an uncompromising, fast, tough and satisfying driving experience, soaked in that vertigo that stands at the core of the arcade racing genre. The floating system and driving models are based on physics: each turn, slope, hard braking, acceleration, each turn and twist of the track will apply a unique force to the ship. A sharp low-polygon style blends meshes and terrains with the latest state-of-the-art shading and lighting effects provided by the **Unreal Engine 4**, creating beautiful and instantly recognisable aesthetics. Breezy coastlines, eerie frozen landscapes, vast desert plains: the melancholic, dystopian atmosphere of a semi abandoned Earth is the background for the most high-speed, tense and beautiful futuristic racing clashes.

## Features

- Online multiplayer - match against 12 players around the world for a real challenge
- Optional VR Support - Oculus Rift, HTC Vive or OSVR. With a new shiny cockpit view!
- Career mode - 100+ events to race, experience, level up and upgrade your ship
- A Diverse World - 25 tracks scattered around 5 locations on a post-apocalyptic Earth, plus boss circuits
- Never bored - 11 event types, from classic Race to innovative Arena Race and Score-Based Endurance

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- Create your story - 6 racing teams, each requiring a different driving approach, and 4 increasingly fast racing classes
  - Powerup - 10+ racing-focused, upgradable powerups: additional turbo, shields, self-repair drone, advanced grip system, slipstream enhancers, and more
  - Music for your ears - full 5.1 support and a dynamic soundtrack that will drop sicker and sicker beats the faster you go!

## Speed

**Redout is the fastest game ever made.** If you can handle it. It's not about the numbers you see on screen, it's about the vibrations, the landscape and buildings flying by, the high-speed collisions, the effects, the sounds, the immersion: everything is meant to feel like you're going FAST.

## Online Multiplayer

Challenge up to 12 players from all over the world and find out who's the best Redout pilot in history! Do you think you have got what it takes? Prove it. True glory is a flame lighted at the skies.

## Dynamic Soundtrack

Prepare your ears for one of the most intense dynamic soundtracks you have ever heard. Redout enhances your experience and transcends visuals, immersing yourself in a mixture of sounds and music that adapts to your playstyle and your performance on the track.

## Immersive VR

We have been working hard to give you the best VR game yet. Get inside your HMD to experience 3D and distances like never before, you'll know exactly where the apex is and feel a whole new level of control. **VR support is optional.**

## Handling

Control is the most important feeling when you are racing at 800km/h. Redout features believable physics derived from quad-copters controllers and real magnetic forces. We came up with the next generation in AG handling. There's always a way to face a corner without braking, but you have to prepare for it and use everything you've got. Steer, strafe and turbo out of a corner are the basics: upgrades and powerups will grant you even more control on your ship's behaviour. You'll need to dominate your ship before you face the advanced tracks.

## Thriving Discord Community

Whatever you are in for a casual multiplayer match or just for some chitchatting during a break, the official Discord server is there for you: <https://discord.me/redout>! Join our community and get to know some of the people who helped shaping Redout's lore and ecosystem, on top of getting exclusive information about development and previews on what's happening inside the Redout Universe.

## A Rich Context

AD 2560.

Earth stripped of its natural resources. Global warming caused the melting of the northern polar ice cap, tropical storms ravage all areas that didn't suffer from desertification.

Pockets of humans are crawling their lives away in a few slums, descendants of those who were left behind or refused to leave. Others created huge conurbations, based upon some of the most populous cities once on Earth. Most of humanity, though, has moved on the Moon, Mars, Titan, and other Jupiter's moons. Earth is often used as a location for entertainment events like hi-speed races, futuristic amusement parks and zoo parks, which allows local communities to work and profit in a harsh environment.

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One of the most popular sports is the SRRL, or Solar Redout Racing League: the fastest racing league ever created, where humanity's best pilots drive high speed anti-gravity ships on magnetic tracks, risking their lives at each and every corner, in exchange for neverending glory.

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Title: Redout: Enhanced Edition  
Genre: Racing  
Developer:  
34BigThings srl  
Publisher:  
34BigThings srl  
Release Date: 2 Sep, 2016

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 7

**Processor:** i3 2.6Ghz

**Memory:** 4 GB RAM

**Graphics:** GTX 560 or equivalent

**DirectX:** Version 11

**Storage:** 6 GB available space

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







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It is a good game.

I am just unable to play it.

You can't rebind anything on joystick\pad\whatever and even the keyboard.

I have a joystick and i can't rebind to my liking even while trying Joytokey because the native inputs will still be recognised and will mess up with the virtual one.. A fun racer but no replacement for wipe out or F-Zero, the shortcuts in F-zero are not there and the power up fights and weapons make it too far from wipe out.

Still, the tracks are nice, and the AI isn't ridiculous so it's fun in its own right. I like the way different worlds have different physics so you get much longer jumps on the moon.

It's a shame the customisation is so basic. Music is a bit awful, would have done better getting some good names behind it. The control is also a bit basic with the mechanics making it not very challenging to get to grips with so ... more a causal game than a demanding one.

P.S. bought at 70% off. It pains me to leave a negative review but the game no longer looks anywhere near as colorful as it did, the developers added in a new lighting system which has resulted in most of the game becoming incredibly dark and most of the colors turning in to muted dark tones as well. I don't know what they were thinking considering the game was vibrant and beautiful before and now visibility is actively limited by the changes to lighting. The screenshots are no longer representative of the actual game either.

Maybe try it on sale as mechanically and in terms of track design this is still good, but most of the visual spectacle has left it.. as far as the new antigrav racing games go, this is the most satisfying to handle so far, not to mention the amazing environments and soundtrack and all... just one thing: do get with the DLC tracks, they're worth it

something i've seen a lot of people do is compare it to Wipeout, which is bad comparison since the latter is more battle-focused and has stiff handling. Redout is more akin to F-zero, with emphasis on actual racing, and that rewards technique (AG handling stuff, with strafe and pitch). I'd say the handling\gameplay are somewhat on the CodeMasters (Grid and DiRT series) level, between arcade and simulator: you're not required to have precision, but using handling techniques is rewarded with smoother and more efficient racing.

(dunno what else to say, so I might add on here later). Very good game to fill the gap left by F-Zero and Wipeout. Tracks can be really challenging as you progress through ship classes, ai can be really annoying at times and they will make your life a lot harder. Ship customization and upgrades are a nice touch.

Graphics are pretty detailed and well made, the sensation of speed is also amazing and can leave you a bit disoriented due to some colorful tracks and high speed.



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The game has DLC, but IMO it does not affect the core gameplay. Seems to be a fair offer.

I'd give an 8/10 (Might need a decent pc to run @ good FPS, If you don't have it try BallisticNG). Great game! in the graphics department this game is imo truly a work of art in a acid trippy kind of way, it runs butter smooth and is fast as hell, for me its the second best antigrav game on pc, formula fusion- pacer being my favourite. The main issue I had with this game redout was the handling, it felt like trying to steer a hovercraft on ice at 1000mph but after selecting the magnetic grip upgrade and then upgrading it more the handling is now much better, so I would recommend you do that unless you prefer the hovercraft on ice method. So yes a very good well polished game that will keep me happy until Pacer arrives and beyond.



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