



*“Neo-retro” arcade rally racer (available on the Eshop)*

## The NEW PATCH (v1.4) explained in details on NINTENDO SWITCH™

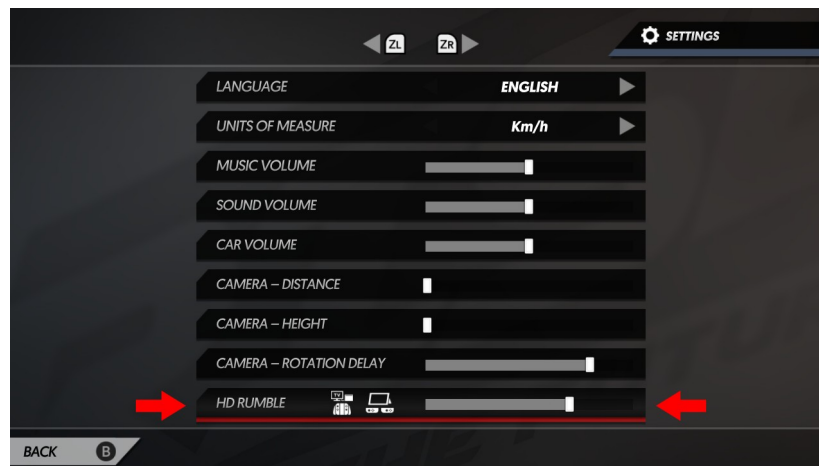
Thanks to the feedback received from the great number of players of Rise: Race The Future, on Nintendo SWITCH, VD-DEV wanted to create a new patch to make the overall racing experience even better.

Perfecting Rise: Race The Future is our current goal as it is considered one of the best racing games on the Nintendo Switch.

The new patch includes the following:

### - HD rumble with sensitivity settings:

Each surface has its own type of vibration. When the boost is used the controller also vibrates differently as well as for each type of situation, for instance when after a jump or if being pushed by another car. You can adjust the intensity differently for Handled mode and TV / Tabletop (Settings menu).



### - Stability setting for each vehicle with a range of 0% to 100%:

The gameplay of Rise is a mix between pure arcade and real handling behaviour based on an advanced physics engine. To please the casual gamers as well as the racing fans, a fantastic new stability setting has been introduced. Basically the player is able to tweak each car to his taste while still keeping its main characteristics.

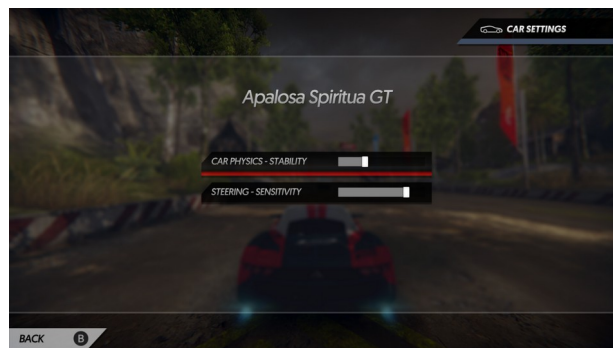
Do you want a car a bit more powerful but heavier to make it easier and more stable to drive? Then just set the Stability to 100%!

**All the players who found the gameplay too difficult to apprehend will be totally convinced now.**

**- Steering Sensitivity setting for each vehicle with a range of 0% to 100%:**

This is very useful for the joy-con and other different type of controllers. Again the purpose is to give the players more freedom for him to feel comfortable and enjoy the game fully. The car will react slower or faster making it more manageable.

You can adjust these settings in the "Car Select" menu or directly in the race (Pause> Car Settings).



**- Improved IA:**

One of the main critics was that cars used to collide with each other too strongly and could jeopardise the player's race. The new AI deals with vehicle avoidance and emergency braking to limit collision from behind. The AI vehicles break harder and detect earlier to prevent touching the player. No more frustration!

**- Touchscreen interface enabled in handheld mode:**

Just to add practicality to the user experience.

released on:

Nintendo Switch™: <https://www.nintendo.com/games/detail/rise-race-the-future-switch/>

Press contact: [press@vd-dev.com](mailto:press@vd-dev.com)

Twitter: <https://twitter.com/vddevgames>

Youtube: <https://www.youtube.com/user/VdDevGames>

Press Kit: [http://www.vd-dev.com/Rise/Image/Rise\\_Switch\\_PressKit.zip](http://www.vd-dev.com/Rise/Image/Rise_Switch_PressKit.zip)

<http://www.risethegame.com/>

<http://www.vd-dev.com/>

**About VD-DEV:**

VD-DEV was founded 29 years ago by Fernando Velez and Guillaume Dubail. This small independent team started by attracting the biggest name in the industry such as Atari, Ubisoft and Nintendo thanks to their technical prowess in maximizing hardware capacity. They received numerous world awards such as "Best graphics technology" and "Best action game" at E3 for games like "V-Rally", "Cop the recruit" and "Iron Fall".

**About Anthony Jannarely:**

Anthony Jannarely is a professional car designer who started his career in Automotive by designing the supercars for W Motors, the Lykan and the Fenyr Supersport. He also designed the upgraded off-road Zarooq Sand Racer and more recently the Jannarely Design-1.