



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

Newly released 2 player mode: It just feels like a brand new game!

Rediscover Rise: Race The Future with your friends.

With the update V1.6, Rise: Race The Future on NINTENDO SWITCH™ gets a new split screen 2 player mode.

Update available January 13, 2021

In addition to all the previous upgrades (adjustable car handling, 60 FPS, HD rumble...), the new 2 player mode is the final touch to make Rise : Race The Future one of the best racing games on Switch.

RISE: Race The Future is a racing game inspired by arcade rally games from the 90's featuring futuristic cars equipped with a boost system. The gameplay combines arcade and simulation to let you slide on all types of terrains and especially on water.

Depending on the player's skill each vehicle can be set up to handle or to slide. Everyone can play and improve its driving skills in pure fun.

V 1.6 - 2 player mode:

- **Challenge mode:** coop gameplay. The objectives are set in common, each player can focus on different objectives and the results are cumulated.
- **Championship mode:** At any time the second player can join or quit the actual championship swapping with an AI player.
- The 2 player option is available in 30 FPS and 60 FPS mode.



Loving popular rally arcade titles from the 90's and dreaming of mastering powerslides with the ease demonstrated by the best gymkhana race drivers, the team at VD-DEV wanted to combine it all in a racing game which would maintain the technical fun of sliding with cars with the dynamics of a proper arcade game.

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Video of the update 1.6: <https://youtu.be/-Dvryes23el>

Press Kit: http://www.vd-dev.com/Rise/Image/Rise_Switch_PressKit.zip

Press contact: press@vd-dev.com

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

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

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

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

About Rise: Race The Future:

Unique futuristic cars, smooth powerslides, jumps and water zones take old-school rally arcade games to the next level of fun!

RISE: Race The Future is a racing game set in a near future where a new kind of wheel technology will let you powerslide on all type of terrains and especially on water.

Why did VD-DEV develop Rise: Race The Future?

Loving popular rally arcade titles from the 90's and dreaming of mastering powerslides with the ease demonstrated by the best gymkhana race drivers, the team wanted to combine it all in a new racing game which would maintain the technical fun of sliding with cars with the dynamics of a proper arcade game. The boost system was implemented to bring a totally unique rhythm to the race.

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.