

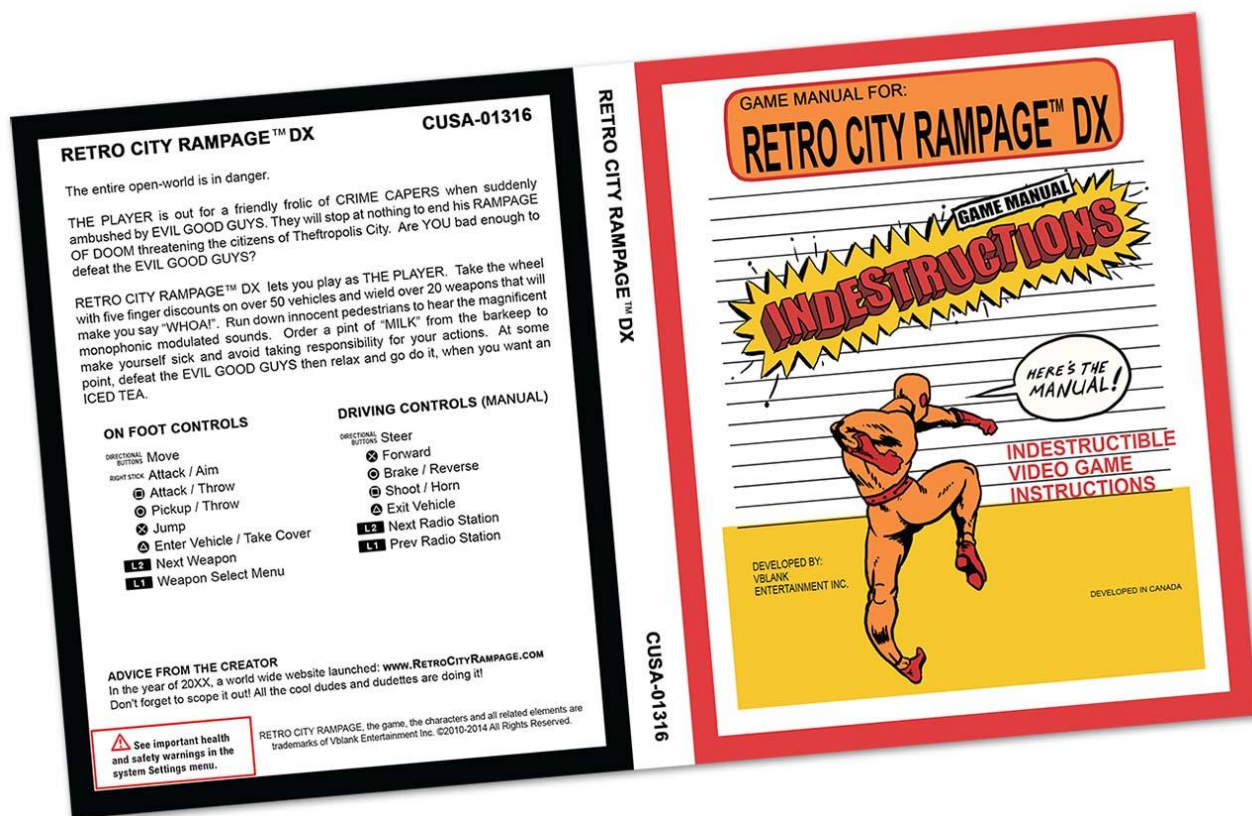
THE SCOOP

Tomorrow, the re-mastered open world of **'Retro City Rampage: DX'** hits the PS4, PS3, PS Vita, PC and Mac (*Steam/GOG/Humble Store*). The WiiWare update launches Thursday (*November 13th*) and the Xbox 360 update will be released this month (*date TBD*).

PLUS, 'RCR:DX' is getting a limited edition PS4 retail disc release
– a self-published, self-funded, indie console retail version!



Priced at \$25, the retail edition includes the PS4 game as well as some digital extras: the soundtrack and a PC/Mac Steam key. Only 2,000 are available, making this the rarest PS4 game ever produced. Seeing as the limited edition vinyl soundtrack sold out long ago, pre-ordering is strongly recommended. It's sold exclusively online via the [Vblank Fangamer Store](#) and available for pre-order, right now.



From the case to the disc, it gives nods to all sides of the 8-bit era. Topping that all off, it also includes a **double sided reversible cover**, giving a nod to the video rental store cases of the '80s. Anyone remember those?!

The retail version's set to ship between the end of this month and early next month. Just in time for the holidays!

THE BACK STORY

Producing physical copies is something I've wanted to do for a long time, and something you've all been requesting since before the game was even released. While PC was always a finger's reach away, to me, nothing would be quite the trophy that a freshly pressed, shrink wrapped console game would be.

Not only has Sony been fantastic in allowing indies to self-publish, since long before it made the news, they don't limit us to just downloadable games. When they said self-publish, they meant it. Even this one-man-shop was able to self-publish and self-fund a full blown retail title!

For months, I debated as to which platform to print physical copies for, but ultimately the

decision was simple once I discovered how they'd streamlined the PS4 process. In the past, you would need to build separate versions of a game for digital and retail and send both into certification. Now with PS4, one single submission can be deployed to both. It cuts down on both the work and time, making something cool like this even more within reach. By selling the retail version exclusively online, it also simplified distribution. All in all, going retail turned out to be even less work than I'd anticipated. It's truly a great time to be an indie.



CARJACK THE '80s AT 88 MPH
AND GO ON A RETRO CITY RAMPAGE!

OPEN-WORLD carjacking goes back to the '80s in this 8-BIT nostalgic throwback. Run missions! Outrun the law! Rampage the city with weapons, power-ups and vehicles!

Available as a **Limited Edition PS4™ Retail Disc.**

Also available digitally on PS4™, PS3™ and PS Vita with **3X Cross Buy** on the PlayStation®Store.

MORE DETAILS...

In case you missed it, for the **full rundown** on what's new in the 'DX' version, check out [last week's announcement](#).

- 'DX' is a **free update** to PC/Mac, Xbox 360 and Wii.
- PC+Mac are **2X Cross Buy**. Mac version is free for anyone who already owns it on PC.
- 'DX' is a separate purchase for PlayStation, but now **3X Cross Buy**/Cross Save with the brand new PS4 version along with the PS3 and PS Vita. Unfortunately, a special discount for existing RCR owners couldn't be set up on the PS Store. If it could've been, it would've been. The good news though is with 20% off PlayStation Plus launch week discount, you'll get all three for **\$7.99** (\$9.99 *without Plus*), which is almost half of the original's \$14.99 launch price and adds yet another platform.
- Get the PS4 retail version at the [Vblank Fangamer Store](http://vblank.fangamer.com) (<http://vblank.fangamer.com>)

Links

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

Press and streamers, reach me at:

media@vblank.com

(please always specify the platform and region you need)

Screen Shots (6.7MB)

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

Screen Shots, Logos & Additional Art Assets (14.1MB)

http://www.RetroCityRampage.com/press/RetroCityRampage_AssetLibrary_20141110.zip

Launch Trailer

<http://youtu.be/bF7iXlgXROk>

Announcement / “What’s New in ‘DX’?” Trailer

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