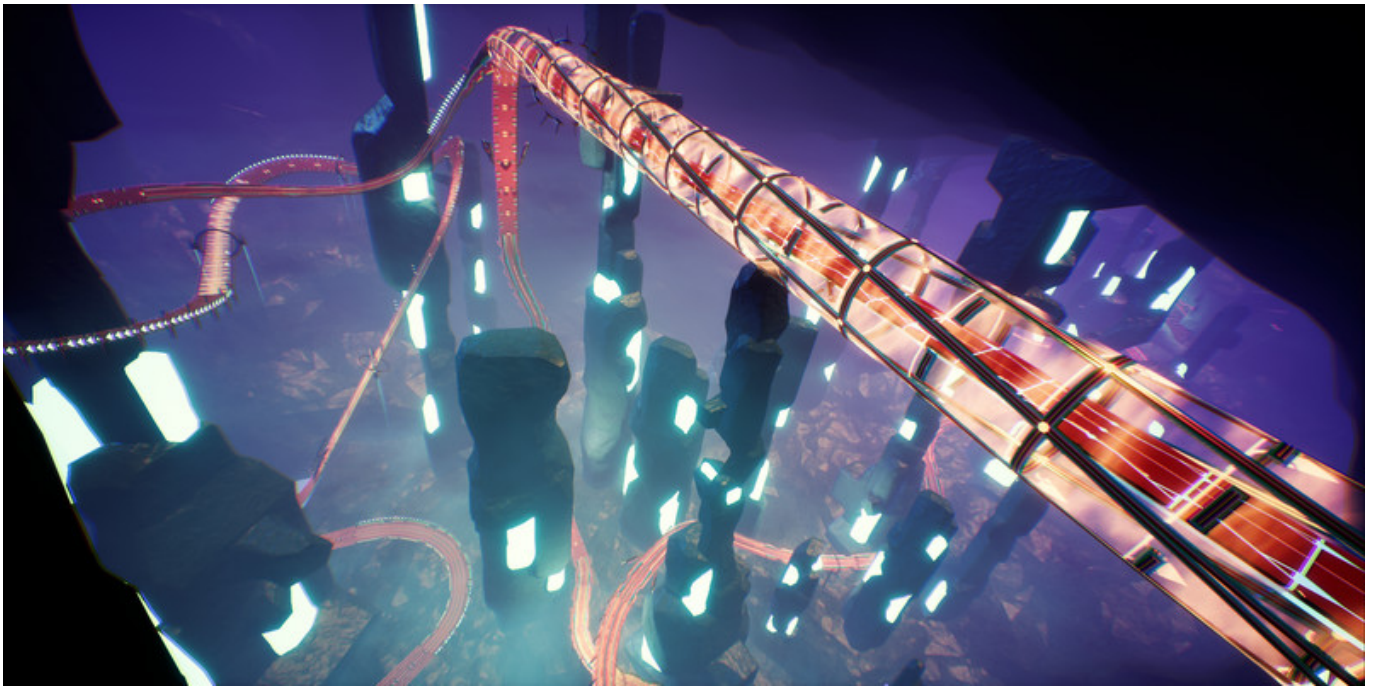

Redout - Back To Earth Pack Activation Code [FULL]



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About This Content

Back to Earth Pack

Redout - Back to Earth Pack adds the two latest racing complexes to your Redout experience:

- Sequoia - home to the oldest trees that survived on Earth. It's located where the state of Alberta, Canada used to be. A large colony of humans established here and have been living in complete isolation for more than 400 years. The majority of these survivors were of Navajo heritage and the second majority in the colony was made by an entire brigade of scottish soldiers.
- Rotorua - a deserted region of New Zealand, Earth. It's sadly famous for the wreckage of Expedition Titan III, a colossal shipwreck that saw a Class IV Colonizer ship crashing on the planet surface after failing a gravitational kick. The region shows an abundance of geothermal activity, plus a very curious group of floating rocks, and a remarkably lower gravity force than the rest of the Earth.

Back to Earth Pack:

- The new Sequoia Environment, with 5 tracks and a new Boss track.
- The new Rotorua Environment, with 5 tracks and a new Boss track.
 - 25 brand new career events.
- WALKER, VOID, GRID and RANGER liveries for all your ships!

- 5 new exclusive colors!

Multiplayer

In a multiplayer lobby, only the host will require to own the DLC to let anyone race on the new tracks!

Title: Redout - Back to Earth Pack
Genre: Racing
Developer:
34BigThings srl
Release Date: 22 Dec, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: i3 2.6Ghz

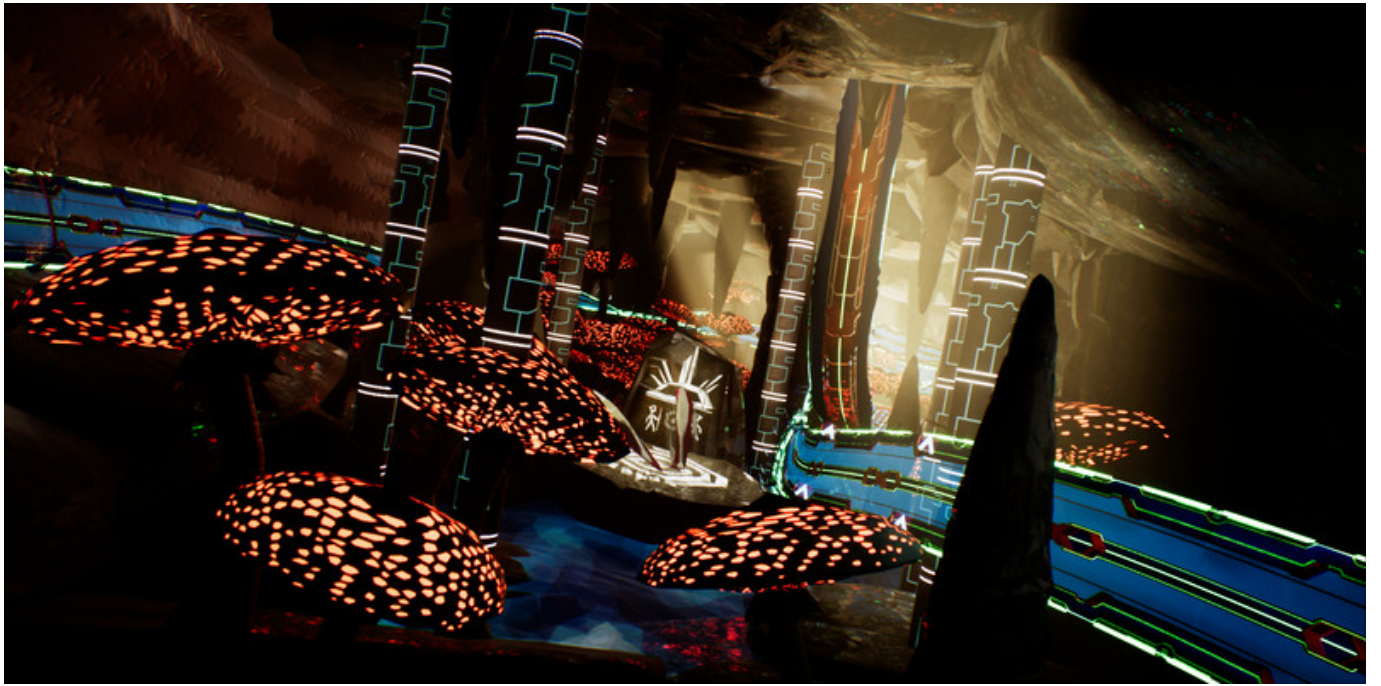
Memory: 4 GB RAM

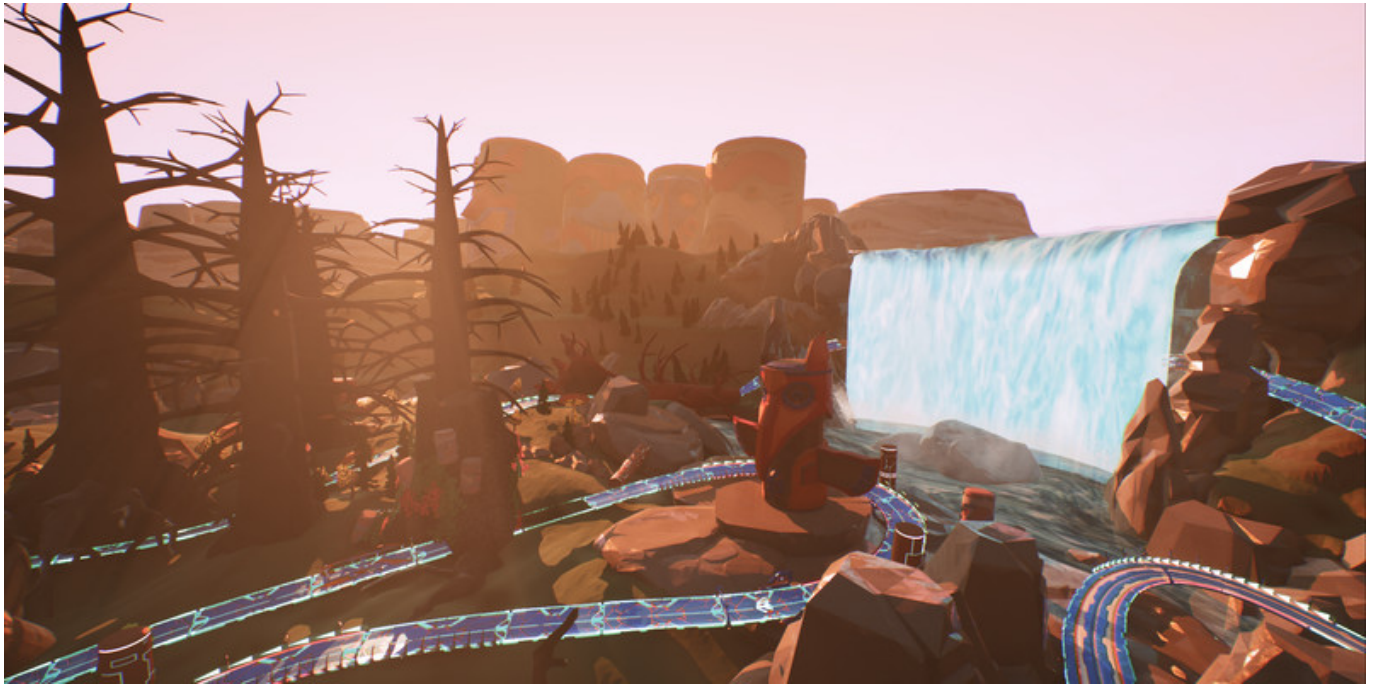
Graphics: GTX560 or equivalent

DirectX: Version 11

Storage: 6 GB available space

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







redout back to earth pack with all dlc. redout back to earth pack ps4. redout enhanced edition back to earth pack

hey hey heya heya hey hey heya heya

cue bag pipes

repeat

10V/10. I like this pack, I really do. It adds 8 tracks, most of which are super fun and pretty. I like the addition of a course where the Sulha just doesn't work (Lunare for life).. Sequoia tracks are all highly technical, a lot of very sharp corners and chicanes that are almost enough to actually make Magnetic Stabilizer and using the breaks actually viable. Though there are a few ultra fast segments sprinkled in. They're hard, but the difficulty comes from actually mastering the corners and getting a good time as opposed to somewhere like Neptune where the difficulty comes from just trying to stay on the track (what little of it exists).

Rotorua is a lot more fast paced, the roads are wide and the corners a lot milder most of the time, it doesn't feature many traps or gimmicks compared to most DLC content beyond a few low gravity jumps. Of the two it is definitely the easier zone and about on par with Vertex. Though it still manages to be a lot of fun even if it doesn't really do anything new.

At the moment however one of the career mode events for Sequoia; the glowing caves survival event, seems to be bugged as even the number 1 slot on the global leader boards doesn't even have a bronze score.. Several standout tracks, and the new environments are gorgeous. One of the new music tracks, an apparent fusion of First Nations song, Scottish Bagpipes, and Dubstep has been playing on loop for an hour now.. Beautiful. Varied. Crazy. Absolutely the best Redout tracks ever. 100V/10.. Absolutely fantastic maps in this pack, really well designed and I must say I find them pretty damn tough! Extremely tight corners and very zig-zaggy courses, but they all feel right.

One thing though which I dislike..

The music (imho) has been taken in the completely wrong direction. It's gone from funky psytrance to weird bagpipe dubstep, and not the good kind of dubstep either. Skrillex kinda stuff. If the developers release an update which allows you to take tracks out and replace them with other course's music then I'd be happy as can be! But the music in this pack, to me, is a little offputting. I usually have my music 2 or 3 notches above SFX but I've had to turn it down any time I'm on these new tracks..

Other than that though, this is well worth your money!. Exceptionally pretty tracks but not particularly revolutionary in terms of actual track design. This doesn't shake things up like Mars or Neptune did if you were expecting that. But it sure shakes things up visually. Rotorua especially may be one of the most visually diverse complexes in Redout.

Soundtrack is good as usual on Rotorua but Sequoia's can get a little grating after the first few million "Heyya!"s

In the end, it's simply more Redout in beautiful environments. For me, that's enough.

But if you're looking to pick and choose your DLC, this one probably shouldn't be a priority for you.

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