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## About This Content

### V.E.R.T.E.X. Pack

Join the **Virtual Environment for Redout Training EXperience**, the ultimate and most original racing battlefield! This new virtual arena is the zen heaven of the best SRRL pilots and will test your ability to master seemingly simple paths, to top the global leaderboards!

#### **V.E.R.T.E.X. Pack adds:**

- The V.E.R.T.E.X. Environment, with 5 shiny new tracks and a new challenging boss track;
- Two new unlocked liveries for each team - that's 48 new unlocked liveries;
- Ten brand new career events.

### Multiplayer

In multiplayer games, only the host needs to own the DLC to let anyone race on the V.E.R.T.E.X.!

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Title: Redout - V.E.R.T.E.X. Pack  
Genre: Racing  
Developer:  
34BigThings srl  
Release Date: 9 Jun, 2017

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**Minimum:**

**OS:** Windows 7

**Processor:** i3 2.6Ghz

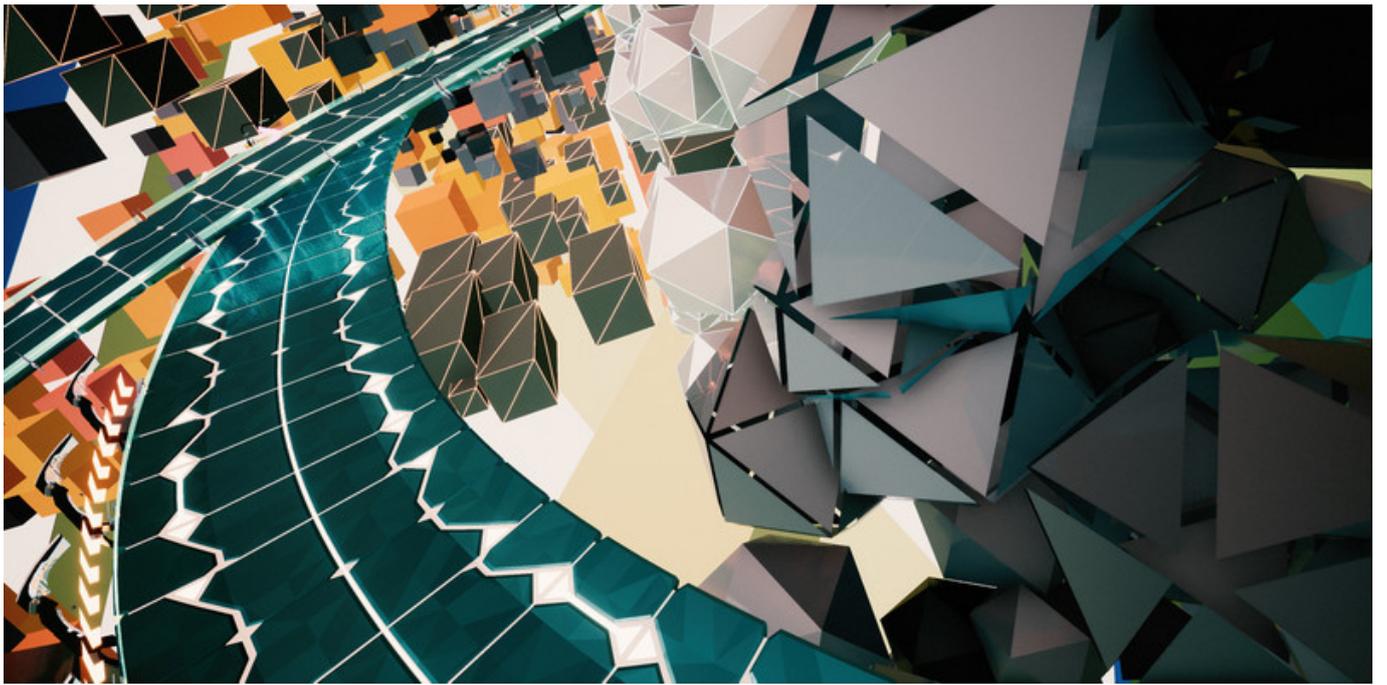
**Memory:** 4 GB RAM

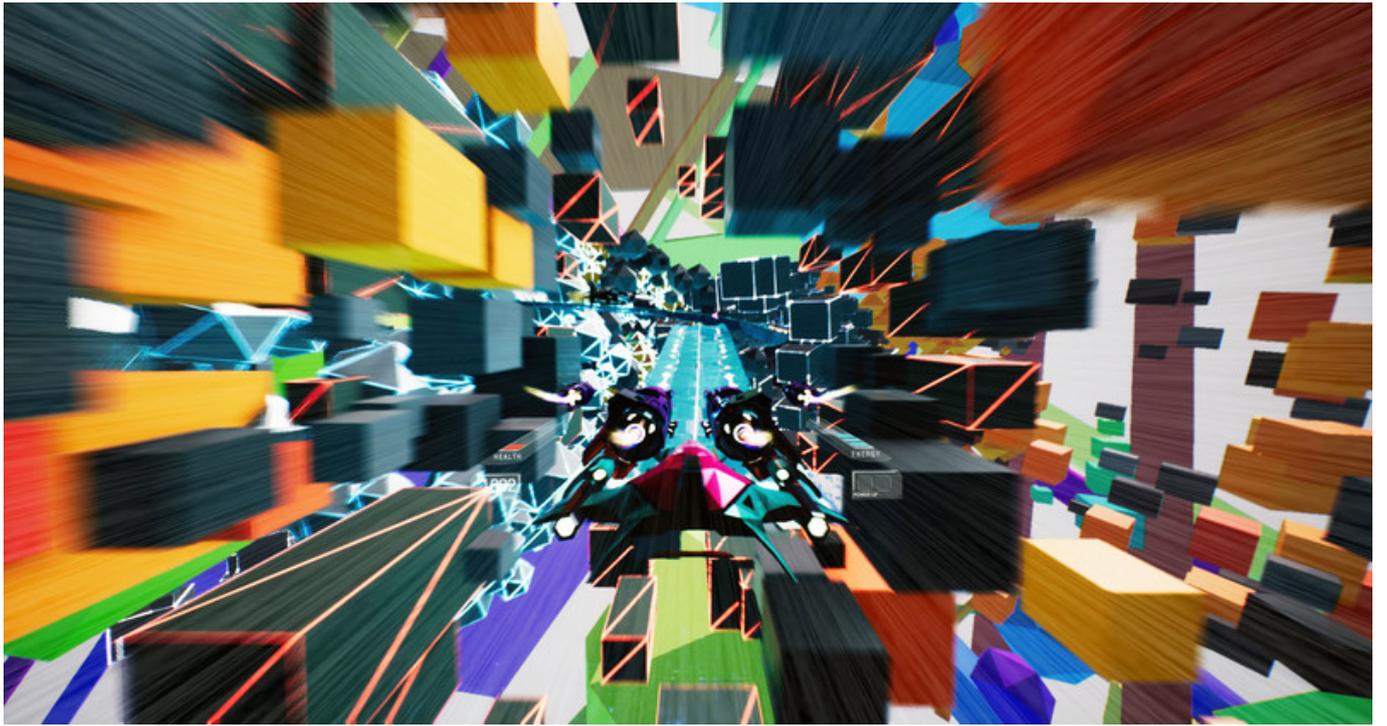
**Graphics:** GTX 560 or equivalent

**DirectX:** Version 11

**Storage:** 6 GB available space

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







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The V.E.R.T.E.X. DLC is a nice little addition to the already diverse types of tracks in Redout. The new tracks are fun and not too difficult. However, the music that comes along with the DLC feels somewhat underwhelming compared to the other music in Redout (i.e. volcano, Alaska).

but overall I would recommend this DLC to anybody that already enjoys redout.. These tracks are amazing colorful fun, they are more straight forward than the rest of the DLCs and reaching high speeds on them turns your television into a machine desined to kill people with epilepsy.. To start, I'm first going to say that this DLC is NOT as good as the last one. The tracks in that were absolutely amazing, as was the music. The tracks in this one are OK, but not amazing, and compared to the last ones are a bit too easy. I did have fun with them though, and for the lower price I guess they are OK.

I hope they come out with more DLC tracks in the future, and I would suggest anyone who is a big fan of the game pick it up, although if you are only getting one DLC pack you should get the other one.. Simple fast tracks. Hidden shortcut, that really put the tracks into something...

oh yeah, dont forget to "Return Null" XD

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Nauseating level design and some very frustrating jumps spoil what is a beautiful and trippy environment to race in. Avoid this DLC and go for the Neptune pack instead.. Not the most challenging tracks, but this works in the DLC's favor. When you skip the hairpin turns of Europa in favor of long straights and slight chicanes, you can achieve a very satisfyingly break-neck speed throughout most of a course. Fortunately, most courses in the DLC are like this. I've found myself returning to these tracks again and again just to test my time trial skills. Highly recommended, even more than the Neptune DLC.

Oh, and the music kicks\u2665\u2665\u2665\u2665\u2665. I like this DLC. There is no complex enviroment, like Neptune (i don't think this is a con). The tracks have very fast straights, are low on chicanes and the curves are fast, too. Jumps aren't that long and difficult.

The soundtrack completes the DLC's theme. Pumping beats, psychedelic tunes. I just love the guitar track, as it makes me remember of good old times.

I highly recommend this DLC for beginners and speed freaks.. Deciding that patching out gravity and air resistance wasn't enough, the devs have now implemented a safe virtual reality which allows us to go faster than ever before without the risk of getting lost in space and re-enacting the last few minutes of Stanley Kubrick's 2001: A Space Odyssey.

Certified fast, permanently.. I must admit I don't like the abstract style here. Everything is an abstract colorful shape and it makes all the tracks look the same.

Part of what I enjoyed about Redout was the scenery and seeing a bit of machinery or a building whiz past you at 1000kmh gave the game a great sense of scale & speed. Without the concept of Vertex being a real place, it feels something is missing and detracts from the scale.

I found the music middling and prefer the other zone's stronger beats.

There's no desire to replay any of the Vertex tracks for me, I'd much rather play one of the previous zones which all have better music, layout & style.

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