



“Quantum Redshift”
Fact Sheet
Spring 2002

What: “Quantum Redshift™ ”
Publisher: Microsoft® Game Studios
Developer: Curly Monsters Ltd.
Format: DVD for the Xbox™ video game system
Price: ⌘69.99/£44.99
Availability: Christmas 2002

Product

Overview: “Quantum Redshift” challenges gamers to display a rare combination of racing skill and weapons strategy to achieve ultimate victory. Set 100 years in the future, “Quantum Redshift” features a new racing tournament of speed and daring that has become an organised sport and is conducted on tracks all over the world. Gamers race on futuristic terrains and compete in fierce grudge matches against multiple opponents, including an archrival. “Quantum Redshift” delivers hyperspeed racing, 16 vehicles, 16 detail-laden tracks, weapons strategy, crafty AI opponents, spectacular aerial jumps and character-based nuances to appeal to action and racing gamers.

Features:

- **Vehicles.** “Quantum Redshift” puts gamers in command of the most extreme, hyperspeed racing machines ever developed. Each hover vehicle interacts with any terrain type, but is



specifically designed to excel on the driver's home circuit.

- **Speed.** The game features five levels of hyperspeed with the ultimate level — “Redshift” — reaching speeds of more than 900 mph. Gamers earn higher speeds and greater rewards by prevailing in each race and winning trophies. Acquiring trophies at various speed levels unlocks special characters, speeds and tracks, giving “Quantum Redshift” extended gameplay and depth.
- **Weapons.** Each vehicle features unique holographic weapon technology. The game has more than 100 weapons effects, enabling characters to attack with everything from plasma bolts or tidal waves to nuclear weapons. Each vehicle also has unique weapons pickups stationed at various points throughout the game.
- **Tracks.** The game features 16 detail-laden tracks across eight locations throughout the world where gamers hurtle across rough terrain, through forests, across turbulent water and over massive jumps. The futuristic racing circuits include the following:
 - **Silver Rock Canyon**, a former national park in New Mexico
 - **Kalau Wastelands**, a former nuclear test site in Siberia
 - **Fuusoku City**, a newly developed metropolis in Japan
 - **Solar City**, a cosmopolitan city sometimes referred to as “Hong Kong Down Under”
 - **Brackenstowe Vale**, a track for water specialists, located in the glorious Lake District
 - **Draco Island**, an active volcano in the Pacific Ocean
- **Characters.** Players choose from 16 characters, including Tara Vivas, a former red-hot teen pop sensation; Prince Yuri Galitz, a wealthy Russian who claims to be the last of the Romanov line; and Kumiko Nikaido, the daughter of one of the greatest racers of all time. Each of the 16 drivers has his or her own unique ship, home circuit and weapons. Intense archival storylines, developed throughout the game via cut scenes and animation, range from “political adversaries” to “estranged lovers.”

- **Advanced audio.** “Quantum Redshift” takes advantage of the audio capabilities of Xbox to support Dolby 5.1, in addition to a fully interactive music soundtrack.
- **Multiplayer mode.** “Quantum Redshift” supports four-person split-screen action. Gamers will not only have to beat their friends, they’ll have to beat the pilot’s archrival.

Developer

Information:

“Quantum Redshift” is being developed by Curly Monsters Ltd. An independent production studio headquartered in Birkenhead, England, Curly Monsters Ltd. is dedicated to producing visually exciting, high-quality, action-based console games exclusively for Xbox. The company currently employs nine staff members with over 70 years of combined game development experience.

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