

## **SYNAPSE: DATA-SHYFT**

Extreme futuristic neural-racing with a minimum speed limit.

Link up, download, drop in and sync up to the virtual world of racing where extreme physics allow the player to do things they could never do in the real world. There are no physical limitations to the tracks, anything can happen.

Players race against each other and/or several CPU opponents in a tournament for the Data-Shyft cup, the ultimate prize in international neural-racing.

Players should be cautious as there are dangerous traps and impossible physics has its dark side.

Due to the tight binding with the Synapse racing platform users may experience many adverse side effects\*.

### **RELAX AS THE SYNAPSE PERSONAL NEURAL INTERFACE BINDS ITSELF TO YOUR SPINE**

Due to tampering with your Synapse racing platform personal neural interface you are now stuck within the virtual racing world. Find any information you can by eliminating drivers within the tournament or by becoming the best driver. Someone wants you dead, you need to find out who and you need to find a way to escape. You are a willing participant, are you not?

### **RELAX IT IS ALL PART OF THE GAME**

There is a virus within Synapse and it is mutating tracks as you race. Luckily your racer is equipped with data-bomb output that can disable Synapse's A.I. in the localized area for a short period of time. Synapse must be destroyed in order for you to be freed from the machine.

### **RELAX I BROUGHT YOU HERE**

"Other games have tried to tell you about the relationship between man and machine... I brought you here for that reason." – Synapse

### **ENJOY YOUR STAY AFTER THE DATA-SHYFT**

Advance to online-multiplayer mode by completing the single player mode. This acts as a primer for newbs. Players advance in rank by beating players on their own tracks. Another introduction by Data-Shyft is a mode to create your own tracks. Each player can have up to five custom or pre-built tracks in their roster. These tracks are used when players go 1 vs.1 with CPU players. If there are more than 2 players present, a track from any player present may be chosen at random.

### **IF YOU CAN BEAT ME, YOU CAN BE ME**

After completing single player mode as well as reaching the top rank in the tournaments the player will receive the powers of Synapse and be able to change the track ahead or behind them.

\*adverse side effects include: dizziness, dry mouth, increased heartbeat, fever, convulsions, happiness, state of elation, euphoria, death

## **Key Features:**

### **Physics Inspired Gameplay**

- *harness the properties of momentum and create your own g-force*
- *flip direction of your momentum in an instant, can be used to sling-shot forward with elastic-velocity*
- *spin slide around objects that pop-up in front of you*
- *magnetize onto tracks*
- *reverse polarization in a burst to 'jump'*

### **Trick Your Digital Racer Out**

- *Customize vehicles with colour, form and stats*
- *Car Stats include: Top Speed, Acceleration, Braking Power, Frame, Flux Capacitor*

### **Level Indication Through Audio**

- *player begins with stealth audio as a beginners handicap*
- *two choices when a level is achieved: more subtle and futuristic or more primal and violent*
- *primal sounding engines will slow other vehicles in the vicinity down*
- *subtle and futuristic sounding engines will be able to enter in to stealth mode*

### **Insane Unreal Tracks**

- *fly top speed through several loops, corkscrews with hairpin turns, and 90 degree track shifts*
- *positive 90degree track shifts as speed boosts and top speed limiters or walls*
- *negative 90degreetrack shifts as speed drops or zero-gravity cliffs and canyons*
- *synapse gates where the odds of choosing the right track is 50/50, do you have the reflexes?*