



**Carmageddon: TDR 2000**, will feature over 30 cars. There will be a combination of brand new, never seen before cars and a collection of old favourites.

A 3D interior view will be available for all vehicles. There will be around 10 different interiors divided up between types of cars. (Eg. all racing cars will share one type of interior, all trucks will share another, etc.)

Overall, the vehicles in **Carmageddon TDR 2000** will represent a broad spectrum, ranging from highly useful to pure novelty. As well as being visually distinct, each vehicle will have different attributes/strengths and weaknesses. For instance, the Le Mans Murdercedes is an extremely fast car, but because of its lightweight construction has poor offensive and defensive capabilities. Players must incorporate these concessions into their choice of car, balancing them against map type; strategy; and price.

***Cars making a return by popular demand:***

Eagle Mk3  
The Harvester  
Piranha  
Semi Mk.2  
Twister Mk.2  
Electric Blue  
Tow Meister  
Vlad Mk 1  
The Suppressor

**Carmageddon: TDR 2000 cars:**

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| <i>Eagle Mk IV:</i>                      | This updated version of the Eagle will carry over characteristic styling cues from its predecessor. Performance wise, it will continue to be the consummate  |
| <i>Hunvee:</i>                           | A very large all-rounder, with good acceleration, defence and offence. The Hunvee will go practically anywhere, is tough and can do a lot of damage to other cars. Its large tyres and four wheel drive gives it an excellent level of traction. However, because of its size the Hunvee is also quite slow. |
| <i>Armoured Personnel Carrier (APC):</i> | Similar to the Hunvee, the APC is heavy and durable. It is a very slow vehicle, but can do a lot of damage once it picks up speed.   |
| <i>Le Mans Murdercedes:</i>              | A tremendously fast racing car that has the best handling dynamics of any in the game. Because of its lightweight construction, however, the Murdercedes is vulnerable in a collision. It's race-tuned suspension makes it practically useless off-road.   |
| <i>Monster Truck:</i>                    | An extremely large and heavy machine that can climb over and crush most things in its path.  |

	The inevitable down-side is a lack of acceleration, an enormous turning circle, and difficult handling at higher speeds.
<i>A vehicle in the style of a Mini Minor GTi:</i>	This is a very small, light and zippy car that has practically no offensive or defensive abilities. It is, however, extremely nimble: accelerating quickly, capable of high speeds, and handling very well.
<i>A vehicle in the style of a Lamborghini:</i>	Very fast and has great handling, but not very strong or durable car. The Lamborghini can neither cause or sustain much damage, and is better off for racing around maps than trashing opponents.
<i>A vehicle in the style of a Jeep:</i>	A mid-sized 4WD with large tyres and great off-road ability. Tough construction makes its defence better than its offence, while handling and acceleration are both average. Has a pink paintjob. (All 4WDs in the level will actually be programmed to drive as such).
<i>Armour Guard Van:</i>	Heavy armour plating makes this a very tough vehicle with considerable offensive and (if it builds up enough speed) defensive abilities. However, it's slow to get going, has a relatively low top speed and doesn't corner particularly well.
<i>Steam Roller:</i>	Snail paced performance and an enormous turning circle, but practically indestructible and able to crush almost anything.
<i>Ice-cream Van:</i>	A fairly large and heavy vehicle, the Ice-cream van is both strong and durable. It is also quite fast, but its sheer size translates into poor handling. The van plays a jingle as it drives along, the tempo of which is linked to the van's speed.
<i>A vehicle in the style of a Bat Mobile:</i>	A replica of the Bat Mobile from the original Batman series, complete with a rear turbine (the flames from which can set pedestrians alight). It is fast and handles well, and its pointed front end enables it to skewer pedestrians.
<i>Mad Max:</i>	From the movie of the same name, this is a tough, rugged, 'Desert Dueller' type vehicle. Large tyres give it a good off-road ability, while handling and performance are both about average. Most importantly, Mad Max's front bull bar and overall rugged construction make it a very strong, durable vehicle.
<i>Moon Buggy:</i>	Holds the road better than any other car, and is able to scale almost sheer surfaces. The Moon Buggy has a unique steering system, with its wheels supplemented by two thrusters mounted on either side. Steering left, for instance, points the wheels left and fires the right thruster to assist the Buggy to turn. This makes the vehicle extremely fast around corners. While it has a tough, durable construction, the Moon Buggy is not able to do a lot of damage to other vehicles.
<i>Corpse Carrier :</i>	A very long, heavy, 70's inspired hearse, equipped with a supercharged engine that also makes it very fast. Offensive and defensive capabilities are both very good, but cornering – even at moderate speeds – is an undertaking (ha, ha). In short, the hearse is a lot faster than its handling says it should be.
<i>Double Decker Bus:</i>	Tall, heavy and slow, the bus' only advantage is its sheer size. Offence and defence are both very good, if it ever gets up enough speed to ram anything. The bus' major problem is a propensity to overturn when cornered too hard at higher speeds.
<i>Winged Lady:</i>	A very heavy and strong vehicle, the Rolls Royce is powered by a V12 engine that also makes it fast. In keeping with the 'winged lady' motif, the Rolls Royce will feature fibreglass wings attached to its front doors. These are perfect for clothes-lining pedestrians or taking out other cars, but make narrow manoeuvres impossible.

- K.I.T.T. :* A black Pontiac taken directly from the 80's T.V. show, Knight Rider. The car with similar race dynamics to the Eagle Mk 4, and will feature a glowing, red, LED set into its bonnet.
- Steam Train:* A huge locomotive that has been refitted with tank tracks. While its handling is poor and acceleration slow, the train can ultimately reach considerable speeds. It can sustain a lot of damage and is able to inflict a great deal more on other vehicles. The tank tracks give the train excellent road-holding abilities.
- Parade Float:* An enormous float that resembles a chicken. It is quite slow and has very little defensive/offensive ability. Feathers – rather than metal – fly off it when it is damaged. Clearly, this is not the vehicle you drive if you want to do well, and exists purely for its novelty value. (This could make a good 'bonus' car.)
- A vehicle in the style of a Exxon Oil Tanker:* This large, articulated tanker carries an inexhaustible supply of oil which can be released onto the road. On the down side, the tanker is slow and extremely hard to corner.

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