



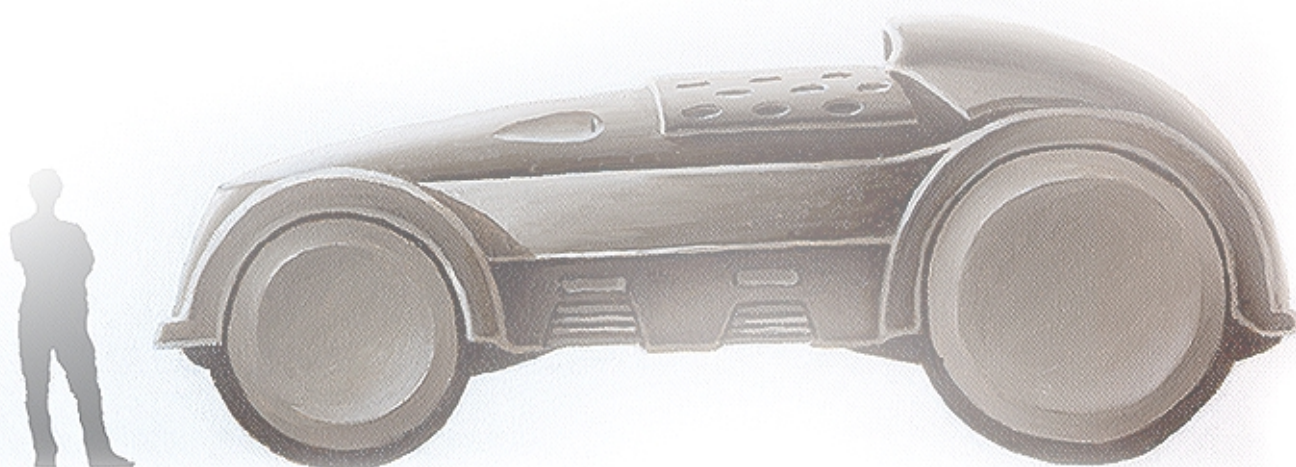
Platform:	Win 95/98	Genre:	Action Driving Game
Players:	1-8	Multiplayer:	Internet/LAN/Modem
Ages:	ELSPA 15+	Release Date:	2 nd Quarter 2000

MAX DAMAGE

TDR 2000 is the next title in the multiple award winning Carmageddon™ series.

But be warned... **this is not a sequel.**

Developed with world leading technology, TDR 2000 will pave the way for racing games into the future. Carmageddon™ re-wrote the rules... TDR 2000 will rip up the rulebook and once again set the standards for others to follow. Over the last two years SCI have been working on a next generation racing engine which will see it's first use in TDR 2000. TDR 2000 already achieves twice the frame rate as Carmageddon II™ **on the same hardware!** Combine this with an all-new revolutionary physics engine and you've got something that will slap you around the face- on any PC!



Innovative technology...

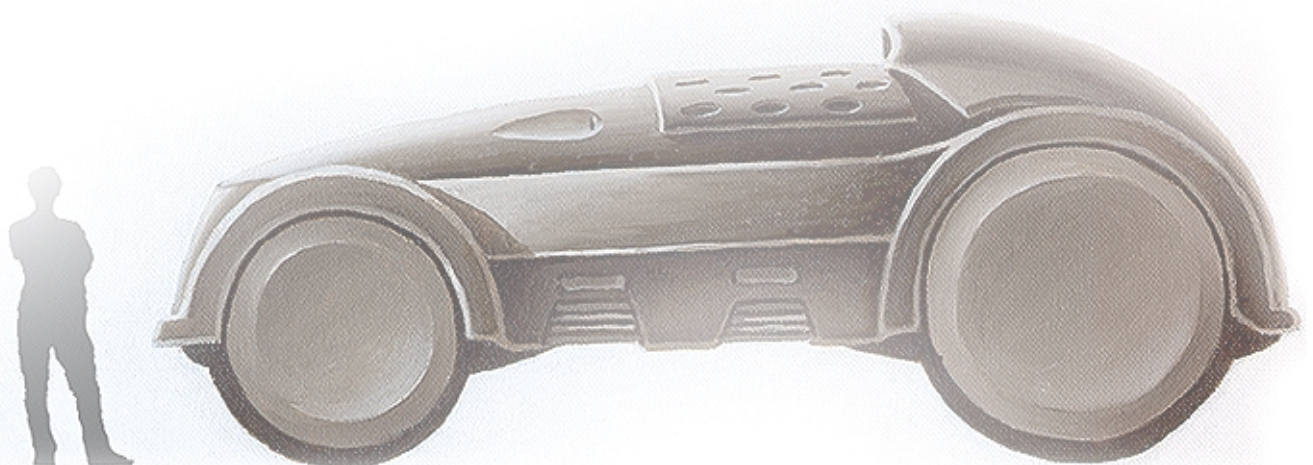
TDR 2000 has been *designed* from the ground up for Internet playing. Unique arenas and play modes, packed full of highly charged AI computer players, will add a whole new dimension for serious gamers.

The focus of the game is centred around fast action gameplay in a completely new 'immersive' environment- far more advanced than in any previous driving game on the

PC. With loads of new features such as aggressive characters, real-time reflections and incredible graphics, TDR 2000 will give you a bigger kick than ever before giving you the option to do... well whatever you want!

Watch Out...

COMING TO A PAVEMENT NEAR YOU!





GAMEPLAY

- Three distinct gaming modes.
 1. The 'free play' mode consists of a massive 30 races across 10 different environments.
 2. 'Campaign' mode consists of 30 races across 10 different environments and 10, challenging and skill building individual missions.
 3. 'Multiplayer' action features in 10 different Death-Match arenas.
- Advanced AI in TDR 2000 ensures ultimate game challenge in single or multiplayer mode.
- Animated props such as working cranes, lifts and bridges produce a totally immersive gaming environment.
- For the first time, customise your car.
- In-game characters now interact with their environment e.g. crossing roads, chilling out or even coming at you!
- Set traps and use cunning stunts to take-out your opponents.
- Optional manual or automatic drive for advanced mayhem.
- Intelligent, destructible drone vehicles that follow the rules of the road will have to be avoided... what the hell – wipe them out!
- Watch out for the cops... they're back and it's payback time.



TECHNICAL ENHANCEMENTS

- At least double the frame rate of Carmageddon II on the same PC, offering around 30 frames per second as an average.
- Multiple resolutions from 320x200 to an amazing 2048x1768 at 16, 24 & 32bit colour depth.
- Advanced Force feedback.
- Minimum Specs: P200 with DirectX 6 and upwards.
- Environmental and procedural bump mapping
- 3D audio – judge the approach of vehicles depending whether they are coming at you from left, right, behind or in front.
- Incredible and never seen before technology of real-time shadows and reflections help bring this game to life!
- Volumetric Particle System for realistic smoke, oil and much more

