



Key technical and in-game features;

Carmageddon: TDR 2000 new PC based 3D Engine will allow for:

- Hard shadows
- Reflection mapped car and possibly buildings. (e.g. the car would be reflected on glass)
- Dynamic indoor lighting on cars
- High polygon count throughout the game
- Particles (sparks, rain, smoke, etc)

New AI features:

- Pedestrian queing behavior – long lines of pedestrians will form outside movie theatres and auto-teller machines.
- Pedestrian 'flocking' behavior – when chased, groups of pedestrians will run off together rather than scattering.
- Drone vehicles obeying traffic rules – stopping at traffic lights, etc.

New and improved vehicles and vehicle features:

- “Deformable” meshes that enable dragging bumpers, opening doors, sections falling off, etc. (as in other versions of **Carmageddon**).
- Destructible drone vehicles
- Car paint-work able to be affected in a variety of ways:
 - Exposure to acid causes paint to peel off, leaving a metallic skin.
 - Dented panels are darkened
 - Exposure to flame blackens paint-work
 - Wet paint can splatter up on cars, leaving a permanent mark.

... Plus many more... details on other features will be released nearer to the games street date.

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