



Players will be able to upgrade their cars. Upgrades fall into three categories:

- Armour:** Increases car's strength, and the amount of damage it can sustain.
Offensive: Increases car's ability to do damage.
Power: Increases engine power/speed)

Rather than a system of 30 slots, upgrades for each category will be expressed as a percentage. For instance, players may upgrade from 5% armour to 10%, and from 10% offensive to 12%. Temporary upgrades, in the form of pick-ups, will be included. These will temporarily change the bodywork, also.

Each car has a limited potential and a limited scope for modification. No matter how much you upgrade the truck, for instance, it will never be as fast as the Eagle. In other words, upgrades won't be able to completely iron out some of the inherent weaknesses designed into each car.

When players buy upgrades, they are applied to every car they own or buy afterward.

Graphical Impact of Upgrades:

Upgrades will be symbolised by steady changes to the vehicles' appearance. These changes do not take place each and every time the player upgrades, but rather are staggered at approximately 10% intervals.

Therefore, while any upgrade carried out between 0-9 per cent (for instance) *will* change the car's performance, it *will not* change its appearance. This only takes place at 10 per cent.

Offensive:

As the player upgrades their car's offensive capabilities, new parts are intermittently bolted onto it. Examples include:

- Bull bars
- Wheel hub spikes
- Front mounted spikes
- Saw-toothed front and rear spoilers

There will be a total of 30 'offensive upgrade' graphics, which will deform and destruct along with the rest of the car, but will return to their normal state once the player 'repairs'.

Power:

As the player upgrades their car's power, new parts are bolted onto it. These changes will take the form of larger and larger engines, bonnet flares and extended exhaust pipes. Sound-wise, the engine note will gradually be lowered.

There will be a total of 30 'power upgrade' graphics.

Armour:

Armour upgrades are depicted initially as multiple rivets placed all over the car. As upgrades progress, these rivets become more prominent and a pressed metal effect will appear to give the impression that panels have been added onto the car.

Please direct all press enquiries to: Sam Forrest , (International PR Manager)

Tel: + 44 (0)171 585 3308 / Fax: + 44 (0)171 924 3419

E-Mail: SAMF@sci.co.uk