



You were warned... It's coming.... The most controversial driving game in PC gaming history is about to smash its way onto the Nintendo 64.

SCi announces the release of their killer car title *Carmageddon 64*.

Both *Carmageddon* and *Carmageddon II: Carpocalypse Now!* were released amongst a media storm of controversy, with calls to "ban this killer car game" from the media and governments around the world. Both games then went on to prove their critics wrong by scooping a body bag full of awards and high review scores from around the globe.

Carmageddon 64 will feature many of the exciting and blood curdling features of *Carmageddon 2* as well as many unique features only seen on this platform. This title is guaranteed to be one of, if not the most, nastiest messiest game on the N64.

Carmageddon 64 sees you pit your wits and wheels against 20 other maniac drivers over 37 levels through 10 completely different racing environments in your quest to become the King of carnage. Just as its PC predecessors did before, *Carmageddon 64* is set to bring exceptional game play that surpasses all other driving games in terms of realism, freedom of movement and sheer playability.

For the 3rd year running the name *Carmageddon* is about to create media mayhem!!!!

So what can you expect from such a sought after title? Well...

Cars

- You will be taking to the streets in the one of ten new and improved vehicles of destruction including the Eagle MK3, racing against a collection of the toughest, most psychotic maniacs from *Carmageddon 2*.
- The cars will feature new state of the art physics allowing your car to actually visually dent and crush upon impact.
- The ability to upgrade your cars engine, armour and defences throughout the game.

Environments

- You will be able to race through the city streets, across a packed Ski resort complete with Ski jump and Bobsleigh, as well as a packed commercial airport!

Pedestrians

- Carmageddon 64 will feature the infamous stumbling Zombies complete with their own unique characteristics.

Multiple modes of play

- Carmageddon 64 will feature 2 different types of play.
Carmageddon: The old favourite, complete 3 Zombie filled, levels, whilst fending off 5 blood thirsty opponents. Only then can you graduate to the mission level. The mission must be completed in order to proceed to the next race group.
Head to Head mode: The two player split screen option. 2 of the many games in this mode will be a fight to the death and a mission to complete. If no other human opponents are available then an AI opponent will step in.

Other features

- A brand new, never seen before, step by step training level to teach novice drivers the basic skills of survival.
- **Carmageddon 64** will support steering wheels, Rumble pak, Memory pak and Controller pak.
- A wide selection of in-car weapons such as the repulsificator, electro-ray and mines.

Carmageddon N64 is one of the most eagerly awaited titles of 1999 and is guaranteed to be launched amongst a storm of controversy as one of, if not the most violent game on the Nintendo N64.

Carmageddon N64 maintains a winning formula of fun, action and freedom yet to be seen in an N64 driving title. All of these qualities have made both PC versions an award winning success world-wide.

Buckle up and get ready for the ride of your life!

Carmageddon 64 will be available in Spring 1999.

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