

CARMAGEDDON



The most controversial, multiple award winning* racing game ever has just arrived on the Game Boy Color™. *Carmageddon*™ brings a completely new dimension to conventional racing games and gives the platform a spark of new life – or death & destruction as the case may be!

True to form, *Carmageddon*™ on the Game Boy Color™ includes the unique *Carmageddon*™ formula that we've grown to love. The game, developed from scratch, offers a totally new angle in the series and offers fantastic new game play, tracks, levels and missions. Taking on the character of Max Damage you have total freedom to play the game any which way you want: play the tracks; waste your opponents; or rack up the points by ridding the world of hideous zombie mutations. Discover pick ups such as the 'slaughter mortar' for that extra killing edge and the 'bastard ray' for eradicating zombie pedestrians that infest the world. It's total freedom, there are no rules – just drive to survive!

- Total freedom to race, chase and annihilate anywhere on the map.
- 20 cars with their own individual characteristics.
- 40 different tracks spread out over 10 areas.
- Artificial Intelligence that is divided into 5 modes including attack and explore.
- Every car will have it's own unique handling characteristics. They will have independent grip coefficients, different engine capacities and different braking abilities.
- Each area is to have it's own secret elements, including smashing shop windows, sewer pipes, under water sequences lifts and jumps.
- Game Boy link cable supported. Go head-to-head with your friends in multi-player carnage.

*Best Driving Game of the Year– PC Zone Reader Awards 1997, 1998

Carmageddon Game boy Color will be available in Spring 1999.

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