



Carmageddon: TDR 2000 will feature these new, wild and whacky power-ups...

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| Druid: | When activated, converts all pedestrians on the map into slow moving, robe wearing, deep chanting Druids. |
| Planet of the Apes: | Distorts natural order by enabling all animals on the map to ram and damage the player's car. |
| Granite Pedestrians: | Turns all pedestrians into granite. If players hit a granite pedestrian, their car will be damaged and the pedestrian will not be killed. |
| Batman: | "BIFF" and "POW" type splash screens appear when the player hits a pedestrian. |
| Teleport: | Instantly transports player to a random location on the map – good for getting out of trouble in a hurry. |
| Glider: | Player's car is lighter and becomes airborne easier. Once airborne, the player's car can be controlled like a glider and "flown" around the map. |
| Magnetic Personality: | Opposite to the opponent repulsificator, this power-up pulls opponent cars crashing into the player's car. Both player and opponent suffer damage from the collision. |
| Instant 180°: | When activated, will instantly face the player's car in the opposite direction without any loss of speed. |
| Chick magnet: | Attracts only female pedestrians to the player's car. |
| Invisibility: | Makes the player's car invisible to opponents and pedestrians alike. This is particularly useful in groups of pedestrians, as they won't flee. |
| Debigulator: | The player's car is temporarily shrunk to about half its normal size. |
| Rebigulator: | Player's car is temporarily expanded to about twice its normal size. |
| Smokescreen: | When activated, a large trail of smoke emerges from the rear of the player's car, vastly reducing visibility for cars behind. It will cause most opponent cars to break off their attack. |
| Dump 'n' Burn: | A jet of flame spews from the rear of the player's car when he accelerates, burning all pedestrians in its path. |
| Brake Failure: | The brakes on the player's car are temporarily broken. |
| Lead Foot: | The accelerator on the player's car becomes temporarily jammed causing it to go flat out for the duration of the power-up. Braking will slow the car but not stop it. |
| Haywire: | A combination of Brake Failure and Lead Foot. The player's car will temporarily go flat out and have no brakes. |
| Shaggin' Wagon: | All player and opponent cars start bouncing up and down/rocking to a funky Barry White style tune. |
| C-C-Caffeine: | Causes the player's car to steer, brake and accelerate in a jittery, random manner. The car will still be drivable but it will feel like it's almost out of control. |
| Mo' Money: | A trail of money spits out the rear of the player's car. Peds are attracted to the money and will loiter around it for a reasonable amount of time, forming an easy target. |

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| Meteor Storm: | Rocks fall from the sky at random in the general area of the player. They damage all cars and pedestrians and shatter on impact. |
| Lightning Storm: | Lightning strikes cars and pedestrians at random in the general area of the player. |
| Freeze Ray: | The freeze ray shoots out at any pedestrians that happen to be within a certain distance of the player's car. Pedestrians that are hit are frozen and can't move for the duration of the power-up. |
| Shrink Ray: | The shrink ray shoots out at any pedestrians that happen to be within a certain distance of the player's car. Pedestrians that are hit are shrunk to half their size for the duration of the power-up. |
| Gale Force Winds: | A strong wind blows across the map, pushing pedestrians and cars before it. Cars driving into the wind will go slower while cars driving with the wind will go faster. Peds will be pushed slowly in the direction of the wind. |
| High Tide: | The whole map becomes under water for the duration of the power-up. |
| Wireframe: | All graphics are displayed in wireframe, without textures or solid polygons. |
| Flip Off: | The screen inverts for the duration of the power-up so that the player is basically driving upside down. |
| Sidestep: | When activated, this power-up causes the player's car to instantaneously "sidestep" in the direction that the wheel is turned. The size of the sidestep will be one car width. The player will lose no speed by using this power-up. |
| Two Wheeler: | When activated, this causes the player's car to go up sideways on two wheels. |
| Diamond Car: | Like Granite Car but stronger. Car graphics change TBC. |
| Marble Car: | Like Granite Car but weaker. Car graphics change TBC. |
| Grapple Hook: | When activated, shoots a grappling hook out from the front of the car. The hook goes straight ahead and grabs onto the first thing it hits, within a certain distance. When activated again, the hook lets go of whatever it was holding. If the hook didn't grab anything when it was first activated, then it doesn't need to be de-activated. |

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