



## **Carmageddon: TDR 2000 will feature 10 new and improved environments...**

### **Suburbia**

#### ***Description:***

A tranquil suburban setting, densely populated by civilian houses, light commercial areas and a three storey sprawling shopping complex.

#### ***The environment will contain these major features:***

##### **Freight Elevators**

Located at several points throughout the complex, freight elevators connect each storey. They move randomly between levels, stopping long enough for cars/pedestrians to enter.

Two sets of doors open and close together, meaning that they can be entered/exited from either direction. Though elevators are large enough to accommodate most cars, the largest ones may need to resort to a shrinking power-up if they are to fit inside.

##### **Promenade**

Central to each storey in the shopping complex is a wide promenade. At the far end of each storey, the promenade widens to a large, hexagon shaped area. On separate storeys the food court, warehouse and Santa's Grotto are located in this area. Players will find a range of targets along the promenade: meandering shoppers, security guards, and an in-store Santa. On the second and third storeys, the promenade is interrupted by large gaps in the form of balconies. These enable cars to drop through to the storey below.

##### **Connecting Bridges**

The main shopping complex is connected to the multi-storey car park by a covered bridge, wide enough for at least one car.

##### **Loading bay/warehouse**

In the hexagon shaped area of one storey is a large warehouse. This area contains destructible crates (some of which will contain power-ups), storeroom workers and drone vehicles such as forklifts and small trucks.

##### **Shops in shopping complex**

Various shops skirt the edges of each storey of the complex. Similar to shops in other levels, each has a large glass front which can be smashed through by the player to gain access to the shop itself. Inside, players can run over shoppers and shop assistants, and topple shelves.

### **Atrium**

The atrium is located in the centre of the main shopping complex. It is a large, hexagon shaped area spanning all three levels.

All major and smaller promenades lead to the atrium. The roof of the atrium is a large glass dome. It can be smashed through if the player manages to jump high enough. Two large glass elevators can be seen moving from level to level. This glass can be smashed. Cars can change level by using one of the elevators or gaining some speed in one of the promenades and jumping across the atrium to a lower level. In the centre of the atrium stands a large, deformable fountain. When hit/deformed, the water will shoot off in a different direction.

### **Food Court**

On the second storey of the complex is a large, open, hexagon shaped area that forms the food court. Around the perimeter of this area are food-related shops. In the centre of the food court are moveable tables and chairs, as well as several palm trees and small walls. As elsewhere in the complex, pedestrians wander around the food court.

### **Santa's Grotto**

In the centre of a hexagonal area of another storey is Santa's Grotto. The Grotto consists of a destructible sleigh, reindeer, a Christmas tree and throne.

'Santa' and 'Elf' pedestrians are placed around the grotto.

### **Supermarket**

Located somewhere in the complex is a large supermarket. The supermarket has a wide entrance, and consists of several aisles and simple displays that can be knocked over by players. Pedestrians will line the aisles of the supermarket. Trolleys will also feature. Some aisles will feature long lines of power-ups for players to collect.

### **Car Park**

Located underneath the complex is a large car park. It is accessible via a ramp and an elevator on the first storey. Inside the car park there are several targets for players including, numerous drone cars (some stationary, some moving), pedestrians and trolleys.

### **Movie Theatre**

The theatre consists of a large, dark room with rows of seats. Around these rows of seats is a wide rectangular walkway on which cars can drive. A screen is located at the front of the theatre. Pictures are playing on it. Cars can smash through the screen, effectively tearing a hole in it. Several ramps are placed in front of the screen to help players achieve this. Behind the screen is a dead-end space. Power-ups are placed in this area.

### **Houses**

These consist of a variety of brick and weather-board constructions. All the houses are flanked by destructible or deformable objects such as picket fences, standard wooden fences, letterboxes, trees, small sheds and rubbish bins. Moreover, driving through fences enables players to take short-cuts throughout the environment.

### **Street side shops**

Shops here are similar to those found in the Shopping Maul environment. They are placed in strips, and have angled parking bays in front of them.

At least some shop fronts can be driven into by the player, smashing through large sheets of glass as they go. Some of the shops will have animated neon signs in their windows, which fall and smash into a series of sparks.

### **Fast Food Restaurant**

The two different fast food chains found in the Shopping Maul are also in Suburbia.

These restaurants are placed in the middle of a sizeable car park. There is a moveable dumpster behind each one, as well as a row of destructible bins. Most of the walls of the restaurants are composed of large glass sheets which the player can smash through. Outside, at one end of the restaurant, is an empty playground. The play equipment can be destroyed by the player.

### **Soccer Field**

The soccer field can be entered by the player. On the field itself are a number of soccer players. Cars are able to run over these pedestrians; if they push them through the goals, a special bonus is awarded and the crowd will roar.

### **Building Site**

In the top left section of the map is a building site. This area is filled with numerous moveable and/or destructible objects, piles of bricks, cement, piles of sand and earth.

There are also several indigenous drone vehicles, namely a cement mixer and lorry.

Throughout the site will be construction worker pedestrians.

### **Car Yard**

This contains a large, open-air, car-park type lot with numerous drone cars scattered throughout it. Each car has a price on its windscreen, and some are precariously placed on ramps. Players can enter the yard and destroy these cars in a similar fashion to any drone car. Next to this yard is a similarly sized showroom. Entirely glassed in, it features three large, shiny, and extremely expensive looking cars just waiting to be damaged. If any of them are touched by the player, a shrill alarm will emanate from a box in one corner of the showroom. Only by ramming this box will the alarm stop.

### **Car Wash**

The car wash is made up of a large, undercover car wash, flanked on either side by (destructible) vacuum vending machines. When players enter the bay, an automated sequence begins. For about 20 seconds, brushes move over the car and it is sprayed with water. A 'clean' car then emerges. The car wash is not large enough for some of the bigger vehicles such as the truck.

**Drone Vehicles:**

Generic Cars  
Concrete Mixer  
Lorry  
Luxury 'showroom' cars.  
Trucks  
Forklifts  
Generic Vehicles (car park only)

**Pedestrians:**

Generic pedestrians  
Postal workers  
Milk Men (with milk bottles that smash, leaving white puddles on the ground)  
Gardeners  
Road Workers  
Builders  
Restaurant Staff  
Soccer Players  
Shop Assistants  
Security guards  
Shoppers (generic pedestrians with shopping bags)  
Santa  
Elves

**Waterfront/Docks*****Description:***

This environment is set around a deep, sheltered bay which is crossed by three bridges, one of which is still under construction. Around the bay are docks, a chemical plant, two vessels, numerous warehouses and a foundry. In the top right of the map a series of small, interconnecting tunnels is being constructed. Parts of the map not cut-off by water are bordered by sharp, rocky edges.

***The environment will contain these major features:*****Bay**

The interior of the bay is mostly shallow, except for a few deep trenches/channels leading up to the docks that allow ships access. Deep sections of the water such as these are designated by beacons/buoys. The bottom of the bay will be dotted with power-ups. However, the most valuable power-ups will be placed in the deeper areas.

Industrial plant pipes feed into the water. These form tunnels which can be driven through as alternate route to the chemical plant and foundry. A small stream of residual water is flowing down these pipes, slightly retarding the car's handling.

Small drone boats – yachts, tugs, barges etc, - sail around the bay.

Two large ships, a container ship and an oil tanker, are anchored at the docks.

### **Container Ship**

The deck, and the cargo hold under it, are the only accessible areas of the ship.

Players can access the ship two ways: via a strategically placed ramp; or by driving into a large container which is periodically lifted up to the deck of the ship by a crane. On the deck of the ship are a large number of crates and containers. Some can be smashed open by the player; and while many are empty, others contain power-ups.

Dock workers, sailors and ship's crew pedestrians, and forklift drone vehicles can be found both wandering the deck of the ship and inside the cargo hold.

### **Oil Tanker**

The deck and the hollow interior of the ship are accessible. Like many oil tankers, this one is sinking. With a quarter of the deck already submerged the ship is at a steep angle – about 60 degrees. The surface of the water surrounding it is black and thick with oil, implying that the tanker is leaking. Under the water is dark and murky, with very low visibility. Towards the edge of the oil spill, the blackness dissipates.

Cars can enter the interior of the oil tanker through a hatch. Inside, it is hollow and partly filled with oil. If a flame thrower power-up is used inside the tanker, the oil will explode and the car will be badly damaged.

### **Freight Train**

Tracks run from one side of the bay to the other. A diesel freight train, with several carriages, spawns in the tunnel. There are three stations along its route. It will stop at each station for a brief period. When it reaches the final station, the train reverses direction and vanishes into the tunnel before being re-spawned; this cycle is repeated unless interrupted. A large and fast enough car is able to de-rail the train by ramming it. Conversely, the train will just plough through most things in its path, and can do a lot of damage if it hits a vehicle.

It is also possible to drive the car off a height and land on the train, then jumping off at appropriate points to get to special areas. Moreover, in one race it is possible to drive along the top of the train, getting around quicker than racing on the road alone.

The train track also has pressure plates which trigger the crossing signals/boom gates which can be lowered to block the path of other cars.

### **Bascule Bridge**

Split in the middle, this bridge is divided into two sections which can rise up to allow passing ships through.

### **Cable Stayed Bridge**

This is a much longer bridge which crosses the middle of the bay. At either side of the bridge the massive cables that run along it are moored into the ground. The player can hit these cables, causing the bridge to sway and disorientating the other players.

### **Foundry**

A large building, the foundry is divided into three different sections, each linked by a wide conveyer belt. Each part of the foundry has heavy machinery in it, most of which is in operation. Game play features include the conveyor belt; fireproof doors, which are pressure plates and time based that open and close; steam firing tubes that can push the car in a particular direction; and a metal stamp which could crush a car if mis-timed.

One section of the foundry contains several streaming vats of molten metal. A gantry, accessible via a ground floor ramp, runs above these vats. If players fall into the vats from above, their car will melt. Running off of the gantry are a number of offices that contain the computer equipment. These computers control the foundry machinery, and if destroyed the machinery will stop. There are a number of drone vehicles throughout the foundry, as well as power-ups and 'steel worker' pedestrians.

### **Chemical Plant**

A structure of this building is relatively simple: a single storey concrete structure containing three or four large vats. Similar to the foundry, there is a gantry that runs above the large chemical vats. If cars fall in, they will be affected by the chemicals they come in contact with. The vats contain a corrosive liquid,(which will strip the paint off any car, leaving a metallic look), a pigment (which will change the colour of the car completely) and another deleterious substance that will leave the car's paintwork looking blotchy. These changes disappear when the player 'recovers'. Players can exit the vats via a ramp inside them.

'Chemical Worker' pedestrians can be found inside the building. They are very susceptible to the affects of the chemicals, and so the player can try and kill them by somehow breaking canisters near them.

### **Docks**

There are several lots of docks situated around the bay. A number of utility-type drone vehicles can be found in the docks. They are indigenous vehicles that are seen nowhere else. Though the docks are largely open-air environments, there are also several buildings/structures around them. Destructible sheds, machinery and gates, for instance and large containers.

### **Warehouse**

Warehouses constitute the majority of buildings in this environment, many of which can be entered by the player. Inside, there are more destructible boxes/containers/crates, most of which contain power-ups. Warehouses also contain pedestrians and certain drone vehicles for the player to eliminate.

Some warehouses will have platforms suspended from the ceiling moving along certain tracks and large hydraulic elevators to jump from.

### **Police/Fire Station**

These stations start with a number of vehicles/units at their disposal. These appear once the destruction begins. Fire trucks behave much as normal drone cars. Police cars periodically chase after the player, and eventually shoot at them.

### **Construction Region**

Towards the far right of the map is a bridge and section of road still under construction. The obstacles in this area are similar to those in other construction areas, bulldozers, piles of dirt, rocks, barriers etc. It is hazardous and tricky part of the race track. As the bridge is incomplete, there is a large gap in the middle. Using a ramp, the player can jump this gap to reach the other side.

#### **Drone Vehicles:**

Yacht  
Barge  
Tug  
Train  
Lorry  
Truck (Container)  
Gantry Crane  
Dock Loading Drone  
Forklift  
Truck (Dirt)  
Fire Truck  
Police Car  
Bulldozer

#### **Pedestrians:**

Construction Workers  
Dock workers  
Fishermen  
Foundry Workers  
Generic pedestrians  
Sailors  
Ship's crew

## **The Skiing fields**

### ***Description:***

This environment revolves around a snow covered Antarctic/Alaskan region. It is bordered by mountains and an in-passable ocean. This environment is effectively divided into three parts: the crystal caverns, the Eskimo village/hunting grounds, and the industrial buildings.

### **The environment will contain these major features:**

#### **Crystal Caverns**

The crystal caverns are a small, underground network of icy caves. Distinct from tunnels in other environments, it is possible to break sections of icy walls away. This plays an important part during the mission for this environment.

With their entrance at the top of the rock peak and obscured slightly, the crystal caverns are not an easy area to reach.

#### **ACME Pollution Factory**

This is a dirty looking plant, composed of a series of buildings. None of these are accessible, although power-ups will be located outside them. A large, destructible billboard near the entrance bears the company's name. A nearby ramp enables cars to punch right through it.

#### **Beached Oil tanker**

On the coastline between the Eskimo Village and the industrial centre, an oil tanker has beached and is leaking oil. By driving along a rocky shoal near the oil tanker, cars can access the deck of the ship.

#### **Eskimo Village**

In the area between the factory and crystal caverns is a native Eskimo hunting ground and village. The area is dotted with Eskimos, some fishing at holes in the ice, some on husky-pulled sleds, some simply walking around.

Elsewhere, in the Eskimo Village, there are a series of destructible igloos. Both the village and the hunting ground have wildlife such as seals, polar bears and deer wandering around.

#### **Frozen Lake**

A body of water that has frozen to become rock solid. The lake is very slippery, and driving on it is difficult.

#### **Tundra**

In between the crystal caverns and Eskimo village is a region where the snow has melted to reveal a lush, forest terrain. Closer to the snow, there is a particularly rocky section.

#### **Drone Vehicles:**

Skidoos (in industrial area)

*Husky-driven sleds*

#### **Pedestrians:**

Polar Bears

Deer

Huskies

Protesters

Eskimos

Ship's crew

Factory workers

Ice skaters

### **Country Estates**

#### ***Description:***

This environment is set in a rural English country/farming village patronised by the aristocracy.

#### ***The environment will contain these major features:***

#### **Graveyard**

A medium-sized graveyard is located in the bottom/left of the map. All the gravestones are destructible.

Cars are able to enter the graveyard and knock down as many as they wish. Somewhere inside the graveyard are 'wake-the-dead' power-ups.



When activated, it causes the dead to rise from up from the ground, proving a host of zombie pedestrians for the player to knock down.

### **Village Buildings**

At the centre of the map is a small rural township. In it are Tudor cottages, shops and a pub. A network of cobblestone streets runs through the village (linking it with the rest of the map). These will be relatively narrow, and rough to drive on. Pedestrians are placed on these streets, as are some generic drone vehicles and tractors.

Surrounding the village in a moat-like fashion is a small lake. A number of wooden bridges enable cars to safely cross it. Narrow, but deep, the lake can be entered by players.

### **Country Roads**

The network of roads that converge in the village stretches out all over the Farming Village. Livestock frequently cross at several different points along the road. Cows, sheep, goats and pigs – along with 'shepherd' pedestrians – are all targets for drivers.

### **Farms**

There are three farms on the map. Each feature several farm buildings and large, open paddocks. Paddocks have various types of livestock, all grouped together in herds, and 'farmer' pedestrians.

### **Stone Henge**

South of this farmland is a replica of Stone Henge, which players are able to knock down. Moving the stone requires considerable force. However, by nudging the correct stone, it is possible to create a domino effect, knocking down all of them.

If all the stones are knocked down, the player receives a 'Druid Bonus': for a brief period, all pedestrians on the map are transformed into Druids, chanting a shuffling around in robes.

### **Corn Fields**

In one corner of the map is a paddock used for growing corn. Cars are able enter these paddocks, and mow through the tall foliage. Visibility inside the cornfield is very low (cars are surrounded on all sides by corn plants), meaning that cars basically have to keep ploughing through until they reach the other side, however, driving through the corn fields slowly damages cars.

## **IN THE COUNTRY ESTATE.**

### **Tennis Courts**

Between two and four tennis courts are located to the right of the map. Each is surrounded by a tall metal fence. Cars are able to drive onto any of these courts by simply knocking down through any part of the fence. Tennis-playing pedestrians are placed on each court, along with a destructible net and an umpire's platform.

### **Golf Course**

Closer to the centre of the map is a small sized golf course, comprised of approximately four holes. The landscape of the golf course is relatively undulating, featuring hills, sand traps and bunkers. Long lines of destructible trees divide each of the holes.

### **Manor Houses**

A row of large three/four storey manor houses run along one side of the map. The grounds of these manors are extremely well manicured, and feature deformable/destructible statues, fountains, gargoyles and topiary figures. Pedestrians located around the manors are servants, aristocrats and dogs.

Several luxury drone vehicles, most stationary, are placed near the manor.

### **Hedge Maze**

A destructible hedge maze is situated in the left of the map. Players can treat the maze as a puzzle, driving through it in an attempt to find their way to the end, or just plough right through its destructible walls. Located inside the maze are a number of pedestrians with nowhere to run.

### **Horse Stables & Equestrian Jumps**

A row of wooden stables is easily accessible to the player. Inside the stables there are several targets: horses, 'stable-hand' pedestrians and aristocrats. Power-ups are also located in here. Nearby, pedestrians on horseback are trotting along the equestrian track. Cars can drive along this track, knocking pedestrians off horses and running through jumps.

### **Open Fields**

Many (but not all) of the trees are destructible. They topple in a similar fashion to light poles. 'Aristocrat' pedestrians are placed throughout these areas, either on foot or on horseback. Animals are also placed here: foxes, deer, horses etc.

### **Lake**

Located behind the hedge maze is a medium-sized lake which cars can easily drive into. Wildlife, such as deer, are located around the lake. 'Fishing' pedestrians could also be included.

#### **Vehicles:**

Golf Cart  
Luxury Cars (Rolls Royce)  
Tractors  
Horse & Cart  
Generic Vehicles  
Plough

#### **Pedestrians:**

Villagers  
Druids  
Zombies  
Horses  
Cows  
Goats  
Sheep  
Geese  
Aristocracy  
Servants  
Stable Hands

Horse Rider  
Tennis players  
Fishermen  
Foxes  
Deer

## **Paris**

### ***Description:***

This is a modern European city, loosely based on Paris. A river cuts right through the middle of the city, which is itself hemmed in by a snow-capped mountain range. Just outside the city, at the base of these mountains, There is a small, slightly elevated rural area.

### ***The environment will contain these major features:***

#### **River**

A wide river, similar to the Seine, flows through the centre of the map, dividing the city into two parts. Cars can cross the river via one of the numerous bridges or by using strategically placed ramps. Alternately, locating a 'kangaroo' power-up nearby would enable players to jump the river. A number of small boats move up and down the river. These are destructible and players can attempt to 'drop' on them from above.

As elsewhere, cars are able to drive into the river. On the bottom are various power-ups. It is possible to drive through the water all the way through the city and out into the rural area.

A number of bridges cross the river. Some are open-air, others are covered over.

#### **Buildings**

Most of the buildings in the city are only three to four stories high. Though some are modern (such as shops), many are majestic, columned, old buildings.

#### **City Square**

In the middle of the city is a large, flat, open area surrounded by buildings: the city square.

Pedestrians are wandering around this area. In one corner of the square stands a large glass pyramid (similar to the one outside the Louvre). All the glass is destructible, and players are able to smash right through it. Inside, there are pedestrians and power-ups. In another corner of the square is a large chess board, with giant-size pieces sitting on it. These pieces can be moved around.

In one section of the city an open-air fashion show is being held. Using a nearby ramp, cars are able to drive up on the above-ground cat-walk and run over the 'model' pedestrians walking up and down it.

#### **Museum**

The museum adjoins the City Square. It is a large, old building which cars can enter at several points. Around the outside of the museum are a couple of destructible statues and fountains. Inside, the museum consists of a two large, open rooms. A staircase in one leads to a second level, where there is a third room. The walls of each room are lined with paintings of different sorts – some are ancient classics, while others are modern and abstract.

The ceiling texture contains a Michel Angelo-type mural.

### **Arc de Triomphe**

Situated in the middle of a large roundabout is a structure resembling the Arc de Triomphe. A steady stream of drone cars drive around this roundabout at speed.

### **Eyefull Tower (sic)**

Near the middle of the city is the Eyefull Tower. It is not destructible and cars are unable to enter it. The purpose of the Tower is that it attracts pedestrians: All around the bottom are large groups of snap-happy pedestrians, who are so engrossed in the Tower that they are less likely to run away.

### **Theatre**

The theatre is a large, open-air amphitheatre. A play, involving several pedestrians, is constantly running. Cars are able to drive along the ground level stage and run down the 'actor' pedestrians.

### **Church**

The church is a large, Gothic-type building located on the outskirts of the city. No religious icons or affectations will be represented.

The interior consists of a large long rectangular shaped room ending in a large square shaped room. The square shaped room forms the basis of a bell tower. Cars are able to drive up a ramp to the second level where a large bell is housed. Crashing into the bell rings it, and grants access to exotic power ups.

### **Country Area**

The country area is located in a corner of the map situated in the mountains above the city. Cars reach this area via the unsealed gravel roads that snake their way through the mountains. A number of gravel roads snake their way up through the mountains leading to several Tuscan type villas, Balconies, swimming pools etc. The occasional Vineyard will also be located in the country area.

### **Drone Vehicles:**

Bus

Generic Drone Vehicles

Mopeds

### **Pedestrians:**

Tourists

Generic Tourists

Actors

Fashion Models

## **Film Studio**

### ***Description:***

This environment is set in a film studio, very similar to Universal Studios in LA. A network of roads runs throughout the studio, linking each part. A variety of different pedestrians wander throughout the map.

***The environment will contain these major features:***

### **Vacant Sound Stages**

Large, warehouse type buildings. There are two in this environment. The entrances to sound stages are heavy sliding doors which sit proud of the actual door frame. Cars must nudge them open. Sound stages contain breakable boxes, crates and containers. There are bits of sets and backdrops which can be nudged around. Backdrops can be driven through to leaving a large hole.

### **Active Sound Stages**

Identical in design to vacant sound stages, active sound stages are initially differentiated from vacant ones by lit "ON AIR" and "FILMING IN PROCESS" signs on their exterior. They contain large numbers of pedestrians (actors, crew and studio audiences), and film equipment (cameras, lights) and entire sets – both destructible. These sets are:

- 'Friends' Apartment Interior Set:  
This has a couch, lamp, television, rug and table, set against a colourful backdrop.
- Prisoner' Interior Set  
This has a couple of cells, walls, bunks and barred windows.
- 'Pulp Diner'  
This has booths, tables, windows and a jukebox, in an American roadside diner style.
- 'Star Trek' Space Set  
A replica of the interior of the star ship Enterprise, with flashing lights, computers and costumed actors.

### **Faux Western Town**

An open-air set, built to resemble a typical 'Wild-West' American town. The dusty streets are flanked by rows of one dimensional buildings: fronts with nothing behind them. These are easily destroyed, with cars being able to punch a hole right through them. The set is a collection of Western Town cliches – gun shops, motels, banks, saloons, horse troughs. Beyond the town itself is a desert region. This area features plastic boulders (which are very easy to move around), cardboard cacti and a native Indian village, complete with destructible tepee, totem poles and fire pits. 'Costumed' pedestrians (dressed up as gun-slingers and Indians) are placed throughout this area.

### **Merchandising Kiosks**

Kiosks, similar to the shops found in other environments – consist of a counter and rows of shelves which can be knocked over by the player. Kiosks feature large signs and colour displays, all of which will be humorous variations of real film titles.

### **Food Kiosk**

These are similar to the fast food outlets in the Suburbia level, but are designed to look somewhat more up-market. They will both have a movie theme to their décor and design.

### **Studio Tour Train**

The tour train runs along a largely circular course which takes it around the inner region of the studio.

It behaves similarly to trains in other levels, except it is significantly smaller. Using strategically placed ramps, cars jump on top of the train and ride around on it. They can drive along the tracks (although this risks being hit by the train). The tour takes in several features that also serve as checkpoints. These checkpoints are only accessible by taking the train:

- '*Jaws*' - The trail goes alongside and over a small lake, which has a small pier and outbuildings. A mechanical shark animates and moves around in the lake.
- 'Tunnel' - The trail goes into a sound stage building, which leads into a tunnel type structure. Parts of the tunnel then shake and pieces of it drop down, like an earthquake was occurring. The pieces then retract to whence they came.
- 'King Kong' - The trail goes into a sound stage building, which is set as if the player were inside a skyscraper looking outwards. A giant hydraulic gorilla head then animates and its hand reaches through the glass and reaches for the player. This can effectively punch the car, badly damaging it.

### **Trailers**

Several trailers, with large stars on the doors, are located towards the edge of the map.

Trailers are moveable and deformable – the player is able to ram the trailer into other objects to destroy it.

### **Bat Cave**

Located on the edge of the map is a hollow in the side of the mountain designed to resemble the Bat Cave. The entrance to the cave is not readily visible: a road leads right into sheer face of a mountain. By driving all the way up this road, a panel of the mountain slide aside to reveal the cave. Inside the cave are two large destructible computers, two 'fireman' poles which can be dented, and a stationary Bat-Mobile drone car.

### **Drone Vehicles:**

Studio Train  
Golf Carts  
Container Trucks  
Forklifts  
Trailers/Caravans  
Bat Mobile

### **Pedestrians:**

Actors (Friends, Prisoner, Star Trek, Pulp Diner)  
Indians  
Tourists  
Film Crew  
Kiosk Staff

## **Metropolis.**

### ***Description:***

A large metropolis with graphical elements drawn from New York. Streets are busy with drone cars and pedestrians.

***The environment will contain these major features:***

### **Downtown Glass Buildings**

Multi-storey buildings made almost entirely out of glass. The bottom floor of many of these buildings are accessible to the player by simply smashing through the glass walls. Inside, there are moveable desks, destructible pot plants and 'office worker' pedestrians. In some of these buildings, ramps give players access to the second and third storeys.

### **Chrysler & Empire State Buildings**

These are replicas of the world famous New York skyscrapers.

### **Central Park**

A replica of Central Park in the real NYC. It contains destructible grasslands, flowerbeds and trees. Some of the trees in the park are quite old and large, requiring substantial force to uproot them. Walking paths cut through the park.

Pedestrians are positioned throughout the park, engaged in various recreational activities such as:

- Groups of five or six pedestrians sitting having a picnic.
- Sitting on park benches.
- Couples strolling on the paths.
- On bikes, riding through the park.
- Sitting in a row, playing chess.
- In the lake.
- Jogging.

The environment will also feature, trench-coat wearing flashers, who periodically expose themselves, animals such as dogs and alligators and additional destructible elements include fountains, hedges, statues and benches.

### **Statue Of Liberty**

A feature exists similar to the Statue of Liberty in colour and style, but in a somewhat different pose. The Statue is located on an island surrounded by water. Players can only reach her by driving through an underground tunnel, which stretches from the slums out to her. Players can only drive around the base of the Statue; it's interior is not accessible.

### **Subway**

The subway is a circular railway running underneath the city. There is one train and four platforms/stations. Players can access the subway via four ramps which lead from the city streets to one of the stations. At each station is a destructible turnstile, ticket office and benches. Numerous pedestrians wait on the platform.

A large map of the actual environment appears at each station.

Cars can be driven off the platforms and onto the tracks, enabling the player to drive themselves from station to station. Whilst on the tracks, cars risk being rammed by the train itself. Occasional alcoves set into the walls offer cars a means of avoiding this.

### **Slum/Ghetto**

An area similar in structure to the generic buildings section, but which looks more run down. Buildings have broken glass, there is graffiti, fences are broken and brick walls have crumbled. The pedestrians here are different – they are mostly hobos and hoodlums. Some street corners have wood-burning drums, with 'hobo' pedestrians huddled around them. Road signs are vandalised, with letters and numbers inserted to change their meaning.

### **Bascule Bridge**

Split in the middle, this bridge is divided into two sections which can rise up to allow passing ships through. This is identical to the bridge found in the docks level.

### **Police/Fire Department**

These are the same as all other police/fire department implementations in other levels

#### **Drone Vehicles:**

- Generic Cars
- Busses
- Limousines
- Yellow Taxi
- Fire Truck
- Police Car

#### **Pedestrians:**

- Business People
- Generic Pedestrians
- Vagrants/Hobos
- Joggers
- Flashers
- Aggressive Pedestrians
- Tourists
- Poodles
- Alligators

## **Back of Beyond**

### ***Description:***

A traditional Central Australian, or 'outback' setting. This environment is characterised by the distinctive appearance of the Australian 'red centre', and its associated characters and wildlife. Throughout the environment are 'tourist' pedestrians, drone vehicles and movable rocks. Gum trees and shrubs are also featured. It is a largely open environment that contains one or two major highway type roads and a number of smaller dirt tracks. The environment also has a strong 'Mad Max' type influence, giving it a hard edged feel. The environment also features a large, deep, open-cut mine.



***The environment will contain these major features:***

**Ayers Rock (Uluru)**

A replica of the internationally recognisable rock formation, which is the prominent feature of the environment. The rock is too steep to climb in most parts without a power-up. However, a path wide enough for cars has been carved into both its sides, enabling players to reach the summit. 'Tourist' pedestrians are placed along this path.

The summit is a relatively flat area, densely populated with 'tourist' pedestrians. They are clustered together in tour groups. If they hit them hard enough, players can send pedestrians flying off the rock to gain a style bonus.

Inside Ayres Rock is a secret area: A series of caverns connected by tunnels. The cave wall textures feature prehistoric cave paintings (most of them humorous) and alien artefacts (a tongue-in-cheek homage to the popular belief that structures like Ayres Rock are actually alien built). A checkpoint is also located inside in the secret area.

**Highway/4WD Track**

A wide highway runs around the environment, creating an inner circle. Coming off this highway and cutting right through the circle, creates a number of 4WD tracks. These are unsealed, so driving on them is a more rugged experience. However, they are faster than off-roading through the environment.

**Prospector Shacks**

A number of prospector shacks are placed near the middle of the map. The shacks are crude constructions made of corrugated iron and plywood. Some shacks feature an overhanging roof to create a veranda. This is held up by two destructible stilts/supports, which can be knocked down to make this overhang collapse. Some shacks are large enough to be entered by cars. Inside are moveable tables and chairs, as well as power-ups and a 'resident' pedestrian. Heavy prospecting machinery and destructible oil drums are dotted around the outside of the shacks.

**Abandoned Cars & Heavy Machinery**

Throughout the level there will be an assortment of rusted and wrecked machinery. Old cars, trucks, mining equipment, tractors, water pumps and windmills.

**Rock Formations**

As well as Ayres Rock, this environment features several other large rock formations.

Most appear to be made out of red sandstone, and vary in size. They are:

- Gullies carved out of the earth. The steady slopes of some of these gullies can be used as ramps, enabling players to jump to other areas.
- Plateaus which can be driven upon.
- Enormous boulders, some of which are moveable and can be sent rolling.

### **Tourist Campsite**

A tourist campsite is situated close to Ayers Rock and serves as a focal point for pedestrian action. The campsite features:

- Destructible tents which can be easily driven over. Some contain power-ups, others pedestrians.
- Caravans. These are top heavy and can be topped over with a bit of ramming. They are destructible.
- Generic drone vehicles and four wheel drives.
- Campfires which can be driven through, but will do some damage to the car.

Unlike the rest of the environment, the landscape of the campsite will be mostly flat with a smooth road running through it.

### **Kiosk**

Located at the foot of Ayres Rock. This is very similar to the kiosk found in the Film Studio environment. The décor and posters have an Australian theme. Cars are able to enter the kiosk through a wide entrance. Pedestrians are located in large groups both in and outside the store. Several drone tour buses are outside the kiosk and around the campsite, some stationary, some moving.

### **Outside Toilet**

Near both the campsite and the prospector's shack are two outside toilets. Essentially, these structures are small structures made up of corrugated iron. They are easily destroyed. A short line of several pedestrians extends from the toilet. Another pedestrian is inside.

### **THE OPEN CUT MINE**

#### **Open-Cut Mine**

The mine itself is a massive pit, with a shelf cut into the side of it that spirals down to the very bottom. This shelf serves as a road for cars to travel down. Located along it are 'industrial' drone cars (trucks, etc) and pieces of machinery. The path is not particularly wide and has no barrier, meaning that it is easy for players to accidentally fall over the edge. This can be used as an advantage, also, with players pushing off other opponents and drone cars.

#### **Tunnels**

At the bottom of the mine pit are the entrances to several interconnecting tunnels.

Tracks are placed through some of the tunnels, and on them run several small carriages/carts. Cars will be damaged if carts smash into them.

#### **Site Offices**

At the top of the pit are the site offices: A number of temporary-looking, timber buildings. The walls of some of the offices are destructible, and the cars can knock them down to gain access.

#### **Portaloos**

Several of these portable toilets are located nearby and are made of plastic and can be toppled over.

#### **Machinery**

Pieces of machinery are located throughout the environment. They vary in size, with most of them being destructible.

Types include:

- Drills
- Compressors
- Dumpsters
- Compacters
- Slag Heaps
- There are large mounds of ash/dirt/tailings from the mine. Players can essentially use them as ramps, driving up and jumping off them at speed to reach other areas of the map.
- Boulders

### **Airstrip**

This is similar to the airstrips found in other environments, though on a smaller scale.

There is little activity at the airfield, with two light destructible aircraft sitting on the runway.

### **Living Quarters**

Near the site offices are the living quarters for the workers. These buildings are very similar to the barracks of the Military environment. They can be easily entered by the player.

### **The Protest**

Somewhere near the site office and living quarters is a picket line/protest. This consists of a large groups of protesters, holding placards, pacing up and down and chanting slogans. Like all pedestrians, they can be mowed down.

### **Drone Vehicles**

Generic vehicles

Utes

Jeep

Four Wheel Drives

Tourist Buses

Trucks

Dumpsters

Carriage/cart

### **Pedestrians**

Bushy (Crocodile Dundee type character)

Tourist

Tour Guide

Kangaroo

Emu

Wombat

Dingo

Drop Bear

Koala

Miners

Office Workers

Protesters

## **Military Installation**

### ***Description:***

This environment has several different sections, all set around a military installation, hydro-electric power plant and airport. On either side of the map are large mountains, creating a deep valley in which most of the gameplay takes place. A complex network of roads runs throughout the environment.

***The environment will contain these major features:***

### **Air Strip**

### **Warehouses**

A number of warehouses are clustered together in the valley as part of the military installation. These are similar to the warehouses in other environments, and can be entered by the player. Some are empty, although most contain breakable containers with power-ups. The odd missile is placed here, exploding when rammed hard enough. Others serve as garages for military drone vehicles (jeeps, tanks, APCs).

### **Barracks**

Located next to the warehouses. It is a large building with some destructible walls, enabling cars to enter. Inside, the barracks consists of two large rooms. The first has two long rows of beds running along both walls. These beds are moveable only, and can be pushed around the room. At the base of each bed is a foot locker. These are destructible, and spawn items when broken. Some contain power-ups. The second room of the barracks is the mess hall. This is a large, open area with lots of benches and trestle tables. These are moveable. Military pedestrians are placed inside the barracks. Some are sitting on beds, and will jump up when cars approach. Some will also be placed inside the mess halls, standing around and sitting at tables.

### **Eagles' Nest/Command Centre**

Carved into the side of the mountain is a large u-shaped building that serves as the command centre. The command centre is accessible to players by following the road up the mountain and contains several computers and large numbers of military personnel.

### **Rocket Launch Pad**

Near the other military buildings is a rocket launch pad. Only in the mission is it loaded with an actual rocket.

### **Dam**

A large concrete dam blocks one end of the valley.

There is a road running across the top of the dam. The interior of the dam is hollow, allowing a road to run its length, connecting the mountainsides at each end.

### **Underground Complex**

Large ramps lead from the surface of the installation to an underground bunker.

The bunker is blocked by huge metal blast doors located at the bottom of the ramp. Players must force the doors open by ramming them.

The underground complex is composed of several different rooms/sections:

- Glased-walled laboratories with moveable tables and destructible test tubes, beakers, computers etc. 'Scientist' pedestrians are working inside these labs. 'Danger' and 'radiation' signs feature prominently.
- Ammunition stores. These areas are filled with missiles and crates of explosives, which explode when rammed. These explosions will damage vehicles, kill pedestrians within a certain range and shatter all nearby glass.
- A military prison/brig made up of several cells. Several pedestrians are located in each cell. Cars can ram through the bars to kill the pedestrians inside.

#### **Power Plant**

The power station consists of two buildings, both of which can be entered by cars. Each contain military pedestrians, breakable creates and machinery. In one of the buildings is a large turbine. The blades of this turbine turn slowly, and the player must time driving through them carefully. (If the car is touched by the turbine blades, it will be destroyed.) Certain sections of the power station are live and will cause electrical damage to the car if they are touched. This provides added gameplay features, for example players can push their opponents' cars into these areas to destroy them.

#### **Radar Dishes**

There will be a number of destructible radar dishes scattered around the level. Some will be on top buildings while larger ones will be on the ground. One of these larger dishes serves as the rocket guidance system used in the mission.

#### **Large Pipes**

A number of wide pipes run throughout the mountainsides and dam/lake. Cars are able to drive in the pipes to access other areas of the map. Parts of these pipes/tunnels are leaking. Throughout most of the tunnels, cars are driving through several inches of water. At one point, a small section of the wall is cracked and a highly pressured jet of water shoots out across the player's path.

#### **Creek**

Running through the middle of the valley is a small creek. This is crossed at several points by bridges. Players can drive in the creek, although it is not deep enough to totally submerge them.

#### **Forest**

A zone of forest located near the bottom of the map containing deer and well camouflaged military personnel.

#### **Guard towers**

A section of the installation that leads to the underground complex and power plant is blocked off by a high security fence. Along the fence are two gates to let some traffic through, and next to each of these is a single storey guard house. Each gate has a boom/barrier which cars can smash through.

## **AT THE AIRPORT:**

### **Planes**

Planes are scripted to land, taxi in, refuel/reload, taxi out and take-off. Planes can damage cars if they hit them with enough force. Similarly, large enough cars are able to damage planes.

### **Runways/Tarmac**

There are three runways in this environment:

- One runway is inactive. It is in disrepair and has several large gaps, dividing into three parts all surrounded by water. Ramps on each of these parts enable cars to jump from one to one, and reach the checkpoint in the middle.
- The two active runways are closer to the centre of the airport. They have the following features:
  1. Planes (landing, taking off and taxiing)
  2. Destructible flashing lights that run up and down both sides
  3. Destructible windsocks
  4. 'Ground crew' pedestrians
  5. Drone vehicles such as tankers and luggage carts

### **Control Tower**

A tall, glassed-in structure situated in between the two active runways. By using strategically placed ramps nearby, the player can smash through the glass to the control room. Inside this fairly confined space are power-ups, pedestrians and destructible computers.

### **Radar Dishes**

Large dishes exist in remote parts of the map to simply be blown up and driven through. The dishes are fragile structures and smash easily.

### **Multi-Story Car Park**

This is similar to the car park found in the Shopping Maul environment. It is a large five storey structure which players can access either by driving up the interior ramps, or by taking the freight elevator located in one corner of the building. The entrance to the car park is blocked by a destructible boom gate.

### **Airport Terminal**

Located in the centre of the map. The terminal contains:

- Large groups of 'tourist', 'shopper' and 'generic' pedestrians.
- Destructible seating, phone booths and billboards.
- Duty-free shops (similar to those in other environment) which the player can enter.
- A food court (similar to that in the Shopping Maul environment).
- Long lines of pedestrians standing near check-in counters.
- A luggage carousel which the cars can drive on to knock off suitcases.
- Sniffer dogs.

**Hangars**

On the outskirts of the airport are five hangars. Three of the hangars contain planes of different sizes undergoing maintenance. This will be represented by a lifted nose cone and a small amount of scaffolding around one engine. 'Ground Crew' pedestrians are situated here.

In one part of one of the hangars is a narrow room with a wind tunnel. The large fan is active, creating a strong gust which forces the car back as it tries to drive toward it. If their car is strong enough/if they are persistent enough, players can collect the Muffy bonus located in front of the fan.

**Fire Station**

Warehouse-type buildings with a destructible fire truck and deformable fireman poles.

'Fireman' pedestrians and power-ups are located inside the station. As the player begins to destroy things, the fire truck is dispatched. (If the player has already destroyed the fire truck while still in the station, another one does not appear.)

**Drone Vehicles:**

- Jeeps
- Trucks
- Tanks
- Planes
- Helicopters
- Boeing 747
- Lear Jet
- Generic Cars
- Forklift
- Refuelling Truck
- Food Loader
- Petrol Tanker
- Shuttle Bus
- Taxi
- Fire Truck

**Pedestrians:**

- Military personnel
- Scientists
- Camouflaged military personnel
- Deer
- Pilots
- Air hosts and hostesses
- Traffic Controllers
- Terrorists
- Tourists
- Sniffer Dogs
- Ground crew

## **Esplanade**

### ***Description:***

Set in a bourgeoisie, Mediterranean coastal area, with essence of Venice Beach. The use of a four-wheel drive is an advantage because of the large percentage of sand used throughout this level.

***The environments will contain these major features:***

### **Beachfront**

A sandy coastline runs along the perimeter of the resort. The sand becomes progressively hard/more solid towards the water's edge. Softer sand further up the beach is more difficult to drive on, with cars losing traction under acceleration. The sand closer to the water does not affect the car's physics much. Cars can drive some way into the ocean, but eventually reach the edge of the map. Power-ups are located on the ocean floor. Pedestrians are located all over the beach, engaged in the following activities:

- Walking along the shoreline (alone, as couples and in groups)
- Lying on the beach sunbathing (most jump up and run away as soon as cars come near)
- Jogging in small groups
- Playing volleyball
- Dogs are also positioned on the beach.
- Flocks of seagulls may be featured. These can be run over, but their prime purpose is to add to the 'beach' theme.

Several small 'Baywatch' style watchtowers are placed along the beach. These can be toppled over. (Such towers could be manned, with a pedestrian falling out of the tower when it is knocked down.) In between the beach and the esplanade are lines of tall palm trees, which can also be toppled over. In one section of the beach are two beach volleyball courts. There is a net in the middle of both, and a breakable tape/ribbon running around their perimeter. A destructible umpire's tower (similar to the watchtowers) is next to each court.

### **Lighthouse**

On a small, rocky peninsula stands a tall lighthouse. Cars are able to drive around the base of the lighthouse, but not enter it.

### **Large Wide Pier/Boardwalk**

Three wide boardwalks extend out from the shore. They intersect at the end to form a hexagonal pier. A small kiosk is located in the middle of the pier, with numerous pedestrians gathered around it. More 'fishing' pedestrians are placed around the perimeter of the pier. They can be knocked off into the water.

### **Esplanade**

The esplanade is a wide concrete road that snakes around the beach. At different points it is separated from the sand by palm trees or small destructible stone walls.

There is a high concentration of pedestrians placed along the pavement of the Esplanade.

### **Shops**

Near the marina and carnival is a row of shops.



### **Street Café**

As part of the row of shops is a street café.

Several chairs and tables covered by umbrellas are positioned on the street. Like restaurant scenes in other environments, these are moveable. Groups of pedestrians are seated at the tables. They will jump up and run away when cars charge towards them.

### **Carnival**

One of the key features of this environment is the carnival. It consists of several elements:

- A merry-go-round which can be driven on and the horses knocked off the poles.  
A large dodgem car rink.
- Roller coaster track. Cars can drive along the track, performing similar stunts to the roller coaster. Appropriate bonuses will be given for this, and power-ups are placed along track. A roller coaster is also running along the tracks, and has the potential to smash into the player.

### **Marina**

A small bay in the beach contains a marina which consists of a medium-sized pier, along which recreational boats are moored. Players are able to drive along the pier, but cannot drive on the actual boats. They can, however, ram/push the boat until its moorings break and it begins to float away.

### **Recreational Area**

In the centre of the map is a well grassed region of parkland with groups of pedestrians, and skateboard 'tubes' or ramps. If cars are going fast enough, it's possible to jump over the palm trees and into the ocean.

#### **Drone Vehicles:**

Boats

Generic drone vehicles

#### **Pedestrians:**

Cyclists

In-line skaters

Dogs

Generic Pedestrians

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](mailto:SAMF@sci.co.uk)