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Australia

GRAND PRIX  
CHALLENGE

## ATARI ON POLE POSITION WITH THE RELEASE OF GRAND PRIX CHALLENGE

Enter a universe born of speed, power and excitement  
with Grand Prix Challenge on PlayStation 2.

Sydney, 17<sup>th</sup> January 2003 - Leading interactive games publisher, Infogrames, announces **Grand Prix Challenge** - the most exciting Formula One game to date - to the Sony PlayStation 2 games console in March 2003.

Officially licensed by the Formula One Administration Limited and based on the 2002 FIA Formula One World Championship, **Grand Prix Challenge** is designed to conquer the hearts of all F1 followers. Developed by Infogrames Melbourne House, **Grand Prix Challenge** brings a level of realism to the physics, handling and racing strategy never before achieved in a console game. Feel the adrenaline rush of being behind the wheel of an F1 powerhouse as you race against 21 other cars at 60 frames-per-second.

**Grand Prix Challenge** offers the ideal balance between accessibility and depth, in a game, aiming to fully entertain not only the F1 fans but all the gamers, seeking the perfect combination between graphic quality and addictive gameplay within the fantastic F1 universe. **Grand Prix Challenge** on PS2 compliments the already successful F1 Grand Prix series perfectly." Indeed, while **Grand Prix Challenge** is heavily based on real world driving physics and constraints, it has been tuned to allow instant enjoyment to the new racer. But **Grand Prix Challenge**, with its 3 different level of handling and 4 different level of artificial intelligence, will also provide huge depth and compelling challenges for the most experienced race player.

Infogrames Melbourne House has modelled the 22 cars and 17 tracks to an unprecedented level of detail. Even the many drivers' personal styles have been simulated. Pit Stops are now interactive; you can affect the performance of your pit crew to gain those valuable seconds.

**Grand Prix Challenge** offers 5 addictive game modes that will keep you coming back for more, from championship mode where you can live all the thrill of a full championship season to frenzy multiplayer races up to 4 players in split screen. Formula One gaming has never been so much fun.

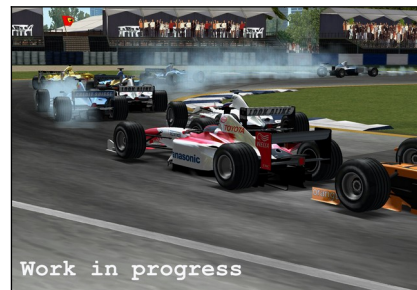
Andrew Carter, Executive Producer at Melbourne House says, "**Grand Prix Challenge's** biggest strength is that it is a unique F1 game - full of personality and magic. It's a totally fantastic game that is also really great fun to play."



Work in progress



Work in progress



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"An official product of the 2002 FIA Formula One World Championship licensed by Formula One Administration Ltd."



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## INFOGRAMES - GAME NATION

Infogrames Entertainment is one of the top five developers and publishers of interactive entertainment in the world, and comprises the publicly traded, U.S.-based Infogrames, Inc. (Nasdaq: IFGM), and Infogrames Europe. The Company develops, publishes and distributes interactive games for all available gaming platforms, including Microsoft, Nintendo, Sega, Sony, the PC, and the Macintosh, as well as for various interactive platforms.

Infogrames' catalogue of more than 1,000 titles includes games for consumers of all ages and features numerous popular franchises, including *Alone in the Dark*, *Big Price*, *Civilization*, *Driver*, *Independence War*, *Roller Coaster Tycoon*, *Test Drive*, *Unreal Tournament*, and *V-Rally*, among others. In addition, the Company holds the exclusive license to some of the world's most recognizable entertainment brands, including Warner Bros.' *Looney Tunes*, *Le Mans*, *Men In Black*, *Mission: Impossible*, *NASCAR*, *Superman*, *Survivor*, *Terminator*, *Transworld*, and many more. Infogrames' games fall into two general categories, CORE GAMES for the gaming audience, and FAMILY GAMES for the enjoyment of the whole family.

With a global distribution networks that reaches more than 50,000 retail outlets, Infogrames commands a significant market presence and shelf space in every major market. In the U.S. alone, the Company's distribution network reaches in excess of 22,000 outlets, ranging from major retailers such as Wal-Mart, Kmart and Target to specialty shops and online outlets.

<http://www.gamenation.com.au>

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