

TOTALED!

Publisher: Majesco, Inc
Developer: Rage Software
Platforms: Xbox™
Release: June 2002
Contact: Mariam Sughayer, HighWater Group PR
Mariam@highwatergroup.com or (212) 883-6244

Game Summary:

Totaled! is the adrenaline-fueled, classic-car, smash-em-up that your driver's ed teacher warned you about. Climb into a Hot Rod, Muscle or Performance Car and rip it apart at the expense of your opponents. No engine tweaking, tire balancing or pit stops, just glass-smashing, metal-mangling fun.

Features:

- Extensive, realistic damage and wreckage system;
 - Both the outer shell of the car (hood, fenders, doors) and the chassis underneath can sustain damage;
- 12 hotrods, muscle and performance cars, each with their own driving styles & attributes;
 - Exceptionally detailed at over 10,000 polys each;
 - Nitro boost for that little extra kick;
- Totaled runs at 60 fps, providing flawless, highly detailed action and environments;
- Multi-player: destroy your pals with up to 4-player split-screen competition;
- Scoring based on the deranged audience's "Crowd Pleasure" meter;
- Game Modes: Career, Arcade, Multi-player and Team games;
- 18 customizable game types & challenges. Among them;
 - Free for All – standard deathmatch style of game;
 - Hunter – score from hitting a changing designated target (you or other vehicles);
 - Stuntman – points are scored for pulling off stunts, jumps, spins and destroying breakable objects;
 - Eliminator – a race where the last player to pass through successive checkpoints is eliminated;
 - Offensive Driving – take out an opponent in a given time period;
 - Defensive Driving – a two-on-one challenge where the objective is to stay alive;
 - Multi-tag – hit every other vehicle in the arena within a given time frame;
 - Bus Jumping – go for as many as you can!
 - Target Jumping – dodge traffic, hit the ramp and nail the target;
- Exciting replay/highlights system;
- 8 indoor and outdoor tracks and arenas with unlockable extras, plus 4 areas for Challenges.