

DEVELOPER INFORMATION - STUDIO 33

STUDIO 33 - Striving for Excellence!

Founded in 1996 by John White, Studio 33's spacious office is located in Liverpool in the North of England. Situated right next to the river Mersey in a modern 4-storey building, the company employs 30 members of staff and has also worked on *Destruction Derby Raw*. Studio 33 is also once again the creative team behind the latest instalment in the biggest Formula One game franchise on PlayStation - Formula One 2000.

The firm intention behind founding Studio 33 was to create a small, highly focused development house for high quality racing games that both excite and captivate gameplayers from all over the world.

Working with a team that shares his goal to produce only the best games experiences, their aim is to push the PlayStation architecture to its absolute limit. The impressive technology, which had been developed specifically for their current projects will also be utilised in *FORMULA ONE 2000*. This technology is considered by many industry insiders to be the most advanced and powerful around.

Having been appointed by Psygnosis to create what will be the definitive Formula One game on PlayStation, the team is currently working flat-out to ensure that *FORMULA ONE 2000* will bring a fresh breath of air to the genre: full of innovation and brimming with quality.

Key Players

John White, *Founder, Studio 33* - John graduated from the University of Warwick with a degree in Math in 1983 and was keen to put his newly acquired talents to the test in the games industry. Having been handed a Spectrum home computer as a graduation present, John started work on a simple program to solve the then immensely popular "Rubik's Cube". It took him 3 months to finish the project and it was enough to get him a job with a games publisher.

John eventually joined Psygnosis at the end of 1988 and in the role of Director of Software, John oversaw the inception of titles like *Wipeout*, *Destruction Derby* and the million-selling *Formula One* for the newly launched PlayStation.

Towards the end of 1996, John was eager to put his numerous years of experience to good use in a small and highly focused company. Studio 33 started with no other members of staff and the philosophy to produce only the best racing games in the world. The passion for motorsport has since filtered down to every single member of the team and John is proud to point out that all of Studio 33's games are the result of a dedicated and passionate team where every member is an absolute expert at their respective job.

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Developer: Studio 33 **Published by:** Sony Computer Entertainment Europe

Genre: Officially licensed Formula One racing

No. of Players: 1-4 **Peripherals:** Analogue Controller (DUAL SHOCK), Memory Card, MultiTap