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FACT SHEET



Platforms – PlayStation 2, Xbox

Release Date – June 2004

Developer – Reflections Interactive (an Atari Studio)

Publisher – Atari

Product Description

The next evolution of one of the most successful franchises in video game history – *Driver* -- **DRIV3R** is an action-packed driving adventure game that recreates the excitement of a Hollywood blockbuster car chase and plays like an interactive movie. Developed by Reflections Interactive (an Atari studio), the masterminds behind *Driver* and *Driver 2* – which have sold more than 12 million copies worldwide – **DRIV3R** stays true to its roots, incorporating the cinematic gameplay and gritty street crime of its predecessors with ground breaking graphics and three mammoth, wide-open city environments.

Featuring Hollywood-level production values and a gripping, narrative story line, **DRIV3R** casts players once again as Tanner, a jaw breaking, no-holds-barred undercover cop and master “Wheelman” who does whatever it takes to bring the bad guys down. This time, Tanner, alongside his longtime partner, Tobias, must infiltrate a global car theft ring in tire squealing chases and fierce on-foot firefights while tailing gangsters, chasing witnesses, stealing cars and unloading massive clips of ammo to bring the criminals to justice.

Game Features

- Major acting and scriptwriting talent are involved from the ground up in the creation, production and performance of **DRIV3R**, including Michael Madsen as Tanner, Mickey Rourke as the sinister Jericho, Michelle Rodriguez as the sexy Calita and Ving Rhames as Tanner’s partner, Tobias Jones
- Three gigantic and true-to-life cities, including Miami, Nice and Istanbul, with more than 30,000 buildings hand-placed and decorated for intricate detail and ultimate immersion
- More than 150 miles of major highways and city streets to explore plus countless uncharted open areas, alleys, dirt roads and smaller byways
- A stunning graphics engine capable of creating massive photorealistic environments – both indoor and outdoor – filled with hundreds of destructible objects to be smashed and blasted both in vehicles and on foot
- Complete destruction models will allow vehicles to crumble realistically as they are bashed, smashed and driven to the limits of their design
- Unmatched driving and physics engine will create the most realistic vehicle performance in any game
- A deep, narrative storyline that plays like an interactive movie, recreating the attitude, action and car chase sequences of modern gangster films like *Lock, Stock and Two Smoking Barrels*, *Snatch* and *Pulp Fiction*; nearly an hour of CGI video will flesh out the plot with dramatic scenes of sinister crime syndicate dealings
- Multiple solutions to missions will allow players to plan strategically before they move in on the crooks and choose between a full frontal assault or a more surreptitious alternative, depending on gameplay tastes
- Some missions will allow players to switch characters, providing for gameplay variety
- *Driver*’s signature “Film Director” function, which records every move made in the game, will allow gamers to place cameras anywhere and direct and save their own Hollywood car chase
- More than 50 controllable vehicles, including motorcycles, boats, police cars, vans, mopeds, muscle cars and fully articulated 18 wheelers
- Multiple difficulty settings will create compelling gameplay challenges for all levels of gamers, from the new recruit to the hardcore *Driver* fan

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