

# DRIVEN

**Genre:** Action Racing  
**Ship Date:** May 10, 2005  
**Target Audience:** Racing Fans & Casual Gamers  
**Players:** 1-6 (online)  
**SRP:** \$49.95  
**Developer:** Juice Games  
**Website:** www.thq.com

## PRODUCT OVERVIEW

Immerse yourself in the lifestyle and culture of the Angel City street racing scene where you will build up your ride and put it all on the line. Showing off your modding and driving skill will earn Respect from rival crew chiefs, getting you invited to high-profile race events, allowing you to bet against them for cash and race them for pink slips. As your notoriety grows, you will form racing teams, opening up never-before-seen Crew Races where managing your drivers is key to beating rival crews. When your crew is ready for the ultimate challenge, take them online, compete against other drivers' teams and if you choose, place your entire fleet of cars at stake. You'll start as a new kid on the block, without a set of wheels to your name, build up your own crew of "driving gods" and work towards domination of the established street racing scene in Angel City.

## FEATURES

- Crew Racing – recruit and manage your own crew and control their behavior while you race
- Bet against your rivals for cash, or gamble your car in a pink-slip race
- Full online features, including 6 player races, multiple-modes, world leader boards, crew racing and pink-slip competitions
- Collect and customize more than 50 licensed cars from classic muscle cars to modern street racers
- Over 7.5 Trillion car customization possibilities, allowing each car to look and feel unique
- Realistic and rewarding car handling; gain or lose Respect through your driving, modding and gambling abilities
- Create and host your own events – choosing location, type of race, entry fee and prize mone
- Sharp AI - drivers that adjust realistically to every situation and make mistakes when pressured
- Show-off mode – please the crowd & gain respect with "donuts", "U-turns" and 360's"
- 99 Tracks – 8 distinct environments from manic curves from the city streets to cement pounding fast ovals
- Highly realistic damage effects – a first for a game featuring real cars



www.thq.com

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PC  
CD  
ROM



PlayStation 2