

## *BreakNeck*

### **Product Features**

BreakNeck is the ultimate PC arcade racing game, combining the spine-crushing speed of racing simulation with the exciting use of customizable firepower. Visually stunning, BreakNeck will take players to racing circuits around the world and test their driving expertise in all types of weather conditions.

#### **Features:**

- Two complete game options: realistic racing simulation and arcade racing simulation.
- 43 different cars in the Premium Class, Classic Class and Bonsai Racer Class with little drop-center rims.
- 24 exciting racetracks with 96 different versions, including mirror-image mode, driving in both directions and different road surfaces.
- Complex handling dynamics including independent suspension and body deflection.
- Original sounds of super sports cars.
- Engine, brake and tire tuning as well as matching shocks and gearboxes.
- Realistic light and shade conditions simulated for daytime and night racing.
- Comprehensive audio backdrops with 3D sound.
- Replay mode feature.
- Up to 60,000 polygons per track and up to 1,000 polygons per car.
- Metallic effects, smoke, explosions and reflections.
- Changeable racing conditions including nighttime, rain, fog and snow.
- Career Mode with up to three championships running in a single season.
- Dueling modes such as Fox Hunting and Death Match.
- Optional weapons mode with a choice of 20 different systems including machine-gun, oil-thrower, Marionator and more.
- “Eddi,” your very own car mechanic, will answer all of your questions and do all of the dirty work.
- Special “Time attack” mode.
- Network mode for up to eight players.
- 3dfx and software compatible.
- Quick start option
- Developed by Synetic GmbH, published by THQ and distributed in North America by SouthPeak Interactive.
- Available June 22, 2000.
- Suggested retail price: \$29.95.

**Minimum System Requirements:** Pentium® 166 MHz processor (or equivalent); Microsoft® Windows® 95/98; 3D hardware accelerator card for optimum quality and performance; DirectX 6.0 or later; 32 MB RAM; 45 MB free hard disk space; Quad speed (4x) CD-ROM drive; DirectX-compatible video card with at least 2MB of memory; DirectX-compatible sound card; Microsoft-compatible mouse 28.8 kbps or faster modem for online play.