ATARI AUSTRALIA UNVEILS KILLER LINEUP
FOR PLAYSTATION PORTABLE

V8 Supercars 2, Metal Gear Acid, Colin McRae and Coded Arms
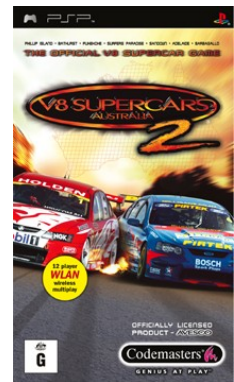**deliver the next generation of handheld gaming.**

Wednesday 10th August 2005 – Atari Australia is proud to announce its lineup of games to be released for the Sony PlayStation Portable within the launch window beginning September 1ˢᵗ. Through popular established franchises such as **V8 Supercars**, **Metal Gear** and **Colin McRae**, complemented by the exciting new property **Coded Arms**, Atari Australia's diverse PSP range offers something for every kind of gamer.

V8 Supercars 2
Release Date - September 1

The battle between Ford and Holden is in your hands thanks to the PSP edition of the acclaimed V8 Supercars 2: The Ultimate Racing Simulator. With real performance cars, real damage, real physics, and real driver AI, the PSP edition utilises the latest V8 game engine created by Codemasters' renowned motor racing game studio.
V8 Supercars 2 on PSP will cram in all 15 different motorsports as featured in the PlayStation2 edition - including V8 Supercars, GT Sports Car Racing, Street Racing, Rally, DTM, Global GT Lights, Rally Cross, Formula Ford, Open Wheel Grand Prix, Classic Car Racing, Super Truck Racing, Stockcar Oval Racing, Ice-Racing, Convertible Racing, and Performance Cars - along with over 30 different global championships and 52 circuits. Most significantly, even on PSP, the game will display up to 21 cars racing on track simultaneously and have WiFi-enabled LAN play for up to 12 players.

Metal Gear Acid
Release Date – September 1

Developed by the newly-formed 'Kojima Productions' team which is headed up by Metal Gear creator Hideo Kojima, Metal Gear Acid mixes the astounding aesthetics the series is famed for with a unique card-based battle system. Assuming the role of series hero, Solid Snake, Metal Gear Acid is set in the year 2016 and begins as a terrorist faction hijacks a jumbo jet carrying a man understood to be the next US President. The terrorists demand the handing over of a project known only as 'Pythagoras', which is understood to be in development on the isolated Lobito Island.
Snake is thus charged with discovering what exactly 'Pythagoras' is and acquiring it from the heavily fortified base. To this end, players begin the game with a selection of battle cards which offer different actions during action sequences. Thus, players must carefully select cards to allow Snake to sneak around the island, take out guards and reach his ultimate targets. As with previous Metal Gear titles, Metal Gear Acid throws in a series of plot twists, while the gameplay constantly evolves as further cards and abilities become available. Over 200 cards can be collected offering Snake a wealth of offensive possibilities, weapons and characters, while different decks allow for themed missions unique to each collection, further expanding the challenge.
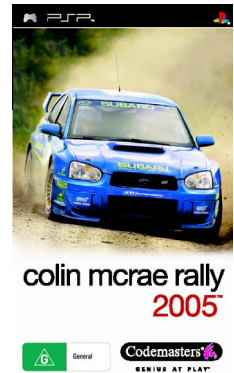
Colin McRae Rally 2005
Release Date – September 1

A special edition of Colin McRae Rally 2005 brings PSP owners a fresh new take on the rally simulation. The acclaimed Colin McRae series will come to Sony's handheld format with over 30 rally cars, a diverse range of rally events, cups and championships to create a world of rallying for players on the move.

With a variety of gaming modes, including 4WD Championship, Career and Multiplayer modes over the wireless network, the game's structure will offer the perfect mobile rallying experience. The game's structure enables players to pick up and play for as long as they wish - whether it be hours or 5 minutes at a time - their progress will be updated without having to wait for a save point.

Colin McRae Rally 2005 on PSP is being developed by Six By Nine, the team responsible for the hugely successful PC editions of Colin McRae Rally 3, 04 and 2005.

Coded Arms
Release Date – September 30

Coded Arms is a fast-paced and aesthetically stunning first-person shooter set within a hastily abandoned Virtual Reality system. Cast as a hacker, the player is equipped with an array of hi-tech weaponry and must cleanse the VR world of its unsavoury denizens. The game's virtual landscape is split into three distinct worlds and enjoys a lavish level of detail and lighting effects that show off the power of the Sony system perfectly, while eerie lighting and shadow effects add to the ever-present oppressive atmosphere. Coded Arms also ensures the player is suitably equipped for the tough task that awaits them. Over 30 different weapon systems are available, with machine guns and pulse weapons and sniper rifles allowing for blanket or precision shooting, while a variety of grenade styles also feature in the game's impressive arsenal.

The game also makes use of the PSP's wireless capabilities, with up to four players invited to compete in the game's many multi-player modes. Any weapons collected by the player in the single-player mode can also be accessed during the multi-player games, further extending the longevity of this already engrossing shooter.

Please Note: Images to support this media release are available to download from the Media section at the Atari Australia website. (www.atari.com.au)

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