

GT Interactive
116 Baker Street
London W1M 1LB

DRIVER

Format: PSX/PC
SRP: £TBA
Release: May/August 1999

The next generation of driving game has arrived...

GT Interactive Software and Reflections Interactive are proud and excited to present the next level in racing simulation gaming – *Driver*.

Combining the excitement, speed and realism witnessed in Reflections' ground-breaking *Destruction Derby* series, with the feel of classic movie car chases, *Driver* is set to change the way we think about racing games on both PlayStation and PC.

"We gotta job goin' down on 15th. Need you there at noon. Not a second before, not a second after. Pick up my boys and bring 'em in to the safe house with the merchandise. Don't even come near the place if you got cops on your tail..."

As undercover cop, Tanner, you play a hired getaway driver; with your skill behind the wheel taking you down Miami's sun-drenched roads, over San Francisco's world-famous car chase hills, through Los Angeles' neon-lit nights, and into the hustle and bustle of New York City. As your reputation and confidence grow you'll be pulled deeper into an unfolding story of corruption and double cross, all played out to the sound of screeching tyres and the smell of burning rubber.

Driver is a car chase game set on the streets of four real American cities where you are free to drive anywhere you choose - down busy high streets, across junctions, over pavements and down alleys stacked with garbage to smash through. Meanwhile, the city surrounds you with other law

Telephone: 0171 565 7300
Fax: 0171 565 7390

mbroughton@gtinteractive.com OR lkirton@gtinteractive.com OR smaflin@gtinteractive.com

GT Interactive
116 Baker Street
London W1M 1LB

abiding citizens who stick to speed limits, stop at red lights and queue in traffic jams; just as you would expect in a real city. Driver lets you loose in this environment as a high-speed getaway driver.

Features:

- A completely new 3D engine featuring strikingly accurate car dynamics and crashes far in advance of those enjoyed in previous Reflections' titles, *Destruction Derby I* and *II*.
- A handbrake control allows huge tail out slides and 180° spins.
- Four huge cities, New York, San Francisco, Miami and LA, have been recreated in detail from thousands of photographs, hours of digital video and months of painstaking map design and construction. One producer who had lived in Miami was able to navigate his way to Ocean Drive without the map!
- Each city has 20 to 30 miles of roads with working traffic lights and junctions, and around 150,000 buildings!
- Direct your own car chase films by placing and editing replay cameras. These can be fixed position, moving, focus-change, locked to cars, in car, fixed or moving point of interest – almost anything seen in a film car chase. Alternatively, allow the game to auto direct the entire sequence.
- PlayStation features hi-resolution screen mode.
- A 70s sound track accompanies the action along with the sound of twisting metal and squealing tyres.
- Advanced AI systems allow the driver to chase, or be chased, through a real working traffic environment.

This WILL be THE game of 1999
Ready to drive?

Contact Matt Broughton, Lee Kirton or Simon Maflin
At GT Interactive for more information.

Telephone: 0171 565 7300
Fax: 0171 565 7390

mbroughton@gtinteractive.com OR lkirton@gtinteractive.com OR smaflin@gtinteractive.com