

GT Interactive
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GT INTERACTIVE PRESS RELEASE
18/3/99

Trans Am Racing '68-'72

Format: PC
SRP: £TBA
Release: October 1999

Prepare to burn some serious rubber...

Muscle is back in the most realistic racing simulation ever created, with the most exciting cars ever produced. Based on the SCCA Trans-Am Championship, the longest-running and fastest growing racing series in North America.

Trans Am Racing '68-'72 provides a racing experience unlike any other, so get behind the wheel of Detroit's finest, and get your motor running with the most advanced racing game ever.

Trans Am racing features a state of the art real-time 3D racing simulation of the Sport Car Club of America's series from 1968 to 1972. The Trans Am series was created in 1966 and consisted of the new and exciting V8 "ponycars" like Ford Mustangs, Chevy Camaros, AMC Javelins, Plymouth Barracudas, Pontiac Firebirds and of course the classic Trans Am.

Racing fans will get a top-notch sim, featuring a racing series that is a part of the road racing legend. Car enthusiasts can finally get behind the wheel of some of the most exciting cars ever!

The sound effects are some of the most atmospheric ever heard in a racing game, with engines roaring with a true guttural growl from every angle. Even the noise and chatter of the pit lane has been perfectly captured to bring back an ageless era of classic racing.

Features:

- Take the driver's seat behind 12 detailed muscle cars, including Ford Mustangs, Mercury Cougars, AMC Javelins, Plymouth Barracudas, Chevrolet Camaros, Pontiac Firebirds and Trans Ams.
- Burn Rubber on 13 historically accurate road courses from the '68 - '72 season, including Bridgehampton, Riverside, Lime Rock and Donnybrooke.
- Feel the realism with the highly accurate "7 degrees of freedom" physics modeling which provides the most realistic racing simulation to date.
- True 3D collisions, rollovers and spinouts - the most realistic ever seen in a computer game from a team that worked on in-court crash reconstruction!
- Test your pit stop skills with a real time 3D pit crew which you control as you endeavor to make every second count!
- Realistic car damage modeling. No pre-animated crumbles as damage is calculated on the fly and is unique to each crash.
- Customize virtually every possible setting of your car and race configurations including gears, chassis, shocks
- Compete with up to 16 players via network - the most ever for a racing game!
- Experience advanced artificial intelligence modeled on authentic car performance and drivers' true personalities and racing styles.
- Record and playback races with built in "VCR" feature.

For a quick trip back to the glory days of road racing contact:

**Matt Broughton, Simon Maflin or Lee Kirton at
GT Interactive for further information.**