



**RIDGE RACER V EASTER EGG**  
Race 1,500 miles (that's a lotta, lotta gaming time)  
and you'll open up the Pac-Man Grand Prix.

# RIDGE RACER EVOLVES

Namco proves GT4 isn't the only racer in town

**N**ame every racing game ever released on PS2 and we won't hold it against you if you forget the launch title *Ridge Racer V*. After all, *Gran Turismo* has been the dominant racer on both PlayStation systems. But Namco's aiming to change all that with its hipper, hotter, story-driven *R: Racing Evolution*, the sequel to *Ridge V*.

Historically, the *Ridge Racer* series has prided itself on being the anti-*Gran Turismo*, keeping the gameplay arcadey. But with the off-the-charts sales numbers of *GT3: A-spec* and the projected sales of the upcoming *GT4*, *Evolution* is taking cues from its rival, trying to balance the gameplay between simulation and arcade. There will now be licensed cars (a first for the series—the screenshots reveal a Dodge Viper, Nissan Skyline, and Subaru Impreza WRX), 11 real-world and fantasy tracks, and eight different race types (including circuit, rally, and drag—yes, drag!).

To ensure *Evolution* won't rest on its arcadey laurels, Namco combined the *Ridge Racer* and *MotoGP* development teams to balance the gameplay. Smart move, considering *MotoGP* is as hardcore sim as it gets.

Another *GT*-beating element (or so Namco hopes) are the two girl drivers—shown on the left—featured in the game's Racing Life mode, which should be a huge leap beyond the "car-PG" story line that holds *R4* together on the PS1.



**RINA AND GINA**

Namco's new speedy babes  
They're fierce competitors.  
And they don't play nice.

