

R: Racing

The evolution's gone but the dream is still there

WITH EA OFFICIALLY announcing publishing honours for Namco's latest racer, we've been granted the first batch of solid information. First up, the *Evolution* part of the title has mysteriously disappeared, although we don't really think it has anything to do with the game's quality. It looks superb, as you can see for yourself with these eye-melting exclusive screens.

R: Racing, as it's now known, is from the same Japanese team that created the famed *Ridge Racer* games, rather than being the next game in the series. We'll still get to race a mega-batch of licensed cars across real-world tracks, though. The main addition here is the storyline - a feature many racers have implemented in the last few years.

The game will aim to chronicle the competition and rivalries found within the professional racing circuit. Exciting features such as the Interactive Driver AI System and in-game radio communications bring players closer to the racing action than ever before! In the story mode, known as Racing Life mode, two tough racers - Rena Hayami and Gina Cavalli - take centre stage. We'll reserve judgement on this feature for now though, and hope the cutscenes can be skipped. It's not about story - it's about racing!

GAME INFORMATION	
DEVELOPER: NAMCO	
PUBLISHER: EA	
RELEASE MARCH 2004	



↑ Now this is what happens when you don't concentrate and your mind wanders.



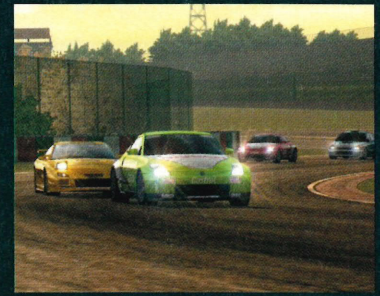
↑ A wide variety of cars will line up on the grid.



↑ Hold the line and brake at the last minute for glory.

Men and Motors

R: RACING WILL feature a grand total of 35 real-world vehicles that can be upgraded as you race your way through the game. And each car model has been recreated from data collected on real cars.



↑ Look out for 14 tracks in the final game.



↑ We know what you're thinking - this looks awesome. If it's as fast as it is good looking we're onto a winner.



↑ Keep your eyes on the road.



↑ Namco does itself proud with visuals.