

▼ The courses remind us a bit of *MotoGP*, but we're hopeful that there will be some cool-looking ones to see later on.



R: RACING EVOLUTION

Will this spark the evolution of the Ridge Racer series?

In an attempt to do something new and bring about some much-needed innovation in the racing genre, Namco has branched off of its *Ridge Racer* series and is creating what it hopes will be a brand new franchise. There's no doubt about it, as *R: Racing Evolution* is definitely a bit of a

departure for the Japanese company known for its arcade-style games.

Since *R5* didn't have much of a storyline, we're glad that this game will have one as its core focus. Complete details haven't been released yet, but it's obvious that it will be quite emotional and full of rivalry. We're hoping for a playable version of the game to arrive in our offices shortly, so that we can spill the beans on what could be one of the hottest racing titles this winter. However, until then, we'll just have to be content checking out these brand-new screens. Enjoy!

STEPHEN FROST



▲ Just like in every other racing title, if you get off the track, your vehicle will slow down considerably.

THE BUZZ
A racing game from Namco is always something to get excited about.

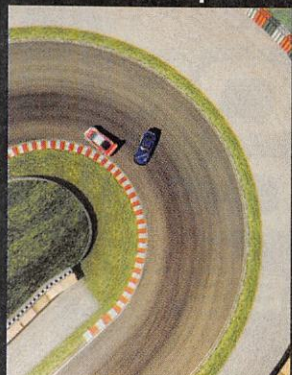
▼ The wider, lower and faster — the better!



◀ While the intelligence of your opposition is going to be very high, they are going to make mistakes, such as spinning out, like any normal driver. You need to watch out for those mistakes and make sure you don't get caught up in them.



A Different Perspective



▲ We're not sure why this camera angle was included in the game, but it is pretty cool. It sort of reminds us of that old arcade game, *Super Sprint*.



▲ Newcomers can rely on help, such as the Brake Assist, until they fully come to grips with the game and the more realistic car handling it offers.