

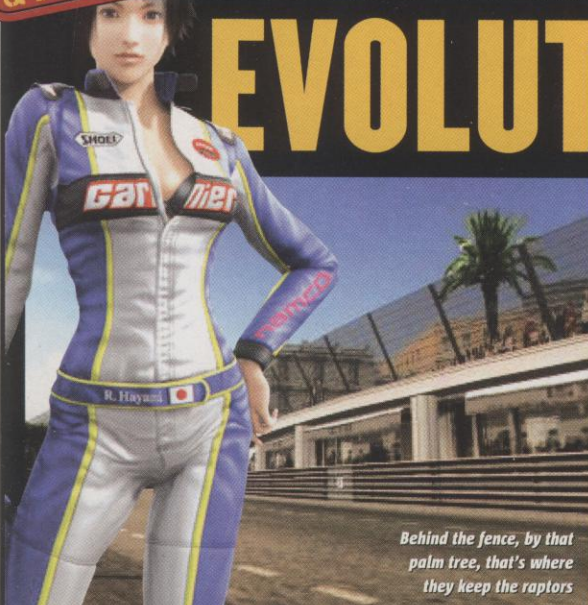
Monaco is already looking sweet and boasts some powerful-looking motors



She's the only girl we've ever seen with a really big shiny helmet

FIRST SCREENS & DETAILS

EVOLUTIONARY RACING



Behind the fence, by that palm tree, that's where they keep the raplors



Namco is gearing up for the return of the famous Ridge Racer series with the fifth instalment of the popular racer set to appear on PS2, GameCube and Xbox before the end of the year.

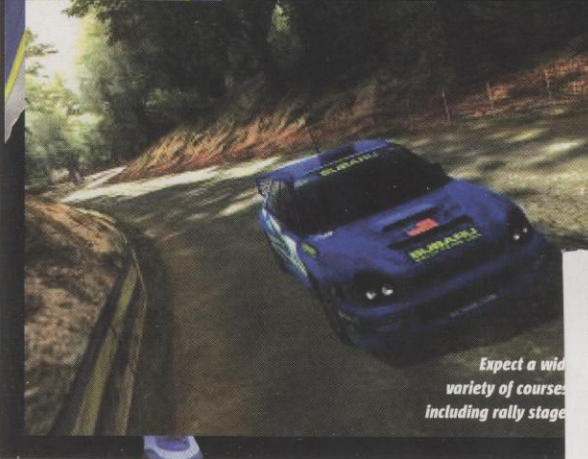
R: Racing Evolution will feature licensed cars and a mixture of real-world and fantasy tracks including the legendary sun-drenched Monaco street circuit. Also included are eight different race types with circuit, rally and even drag racing all playing a part.

The Evolution development team has a long pedigree of racing expertise having already scored big with both the MotoGP series and of course, the previous Ridge Racer titles. This time out we're promised a few new features for the series. Die-hard fans shouldn't worry too much, though - you'll still be able to enjoy the usual Time

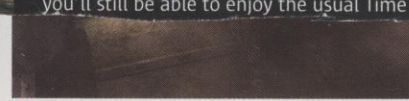
intense rivalry that develops spills over from the track with cinematic story sequences between each race.

The computer AI is also being improved. Namco claims their new Interactive Driver AI System will enhance realistic racing situations, reflecting the pressures drivers feel during real races. Your pit crew will also feature, and you'll be able to communicate with them during a race, as well as talking trash with rival drivers.

Details on R: Racing Evolution are being kept closely guarded, but we will bring you a full preview as soon as we're allowed to climb behind the wheel.



Expect a wide variety of courses including rally stages



Waiting in the shadows to sneak onto the submarine

for us, you have to board a submarine in a heavily guarded naval base.

Sorties won't be kept exclusively to the middle of the night, either. Levels set in daylight will offer new challenges, especially with the civilians who inhabit the locations. They can cause as many problems for Sam as a heavily armed terrorist.



Being seen by the multi-player team where you'll be able to play cooperatively or against each other in a deathmatch.

Ubi Soft claims it's keeping track of any new security developments in the real world that could be incorporated into the game. Don't expect any fantasy element to Sam's gadgets: this is a title that's firmly grounded in reality.

Our final piece of news is that Sam's goggles will have a number of cool new functions besides night and heat vision. All of the new gadgets are being kept firmly under wraps for the moment, but rest assured our spies are already at work to find out more.

Meet John Craven and Trevor McDonald's funky love child

BREAKING NEWS
Explosion rips through the Silverdome, Dallas, Texas

GBC LIVE

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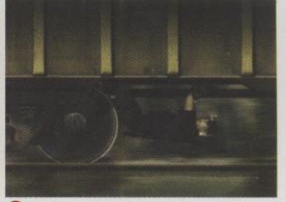
Capcom's Killer most visually: Players take an assassin who seven split per have to keep d of Smith's mu also be trying of terrorism th Killer 7 is r year so get rea



Sam makes like Spidey



Multi-use goggles - we want some!



Reaching where most heroes can't