LEGO® RACERS 2

Racing fun kicks into high gear in this revved-up story-based adventure sequel to LEGO Media's best-selling software title ever

Formats: *PC CD-ROM, PlayStation®2, Game Boy® Advance*
Release: *September 2001*
Category: *LEGO® Games*
Genre: *Racing adventure game*
Ages: *Kids 6 and up*
LEGO Theme: *LEGO Racers, LEGO Life on Mars, LEGO Adventurers: Dino Island, LEGO Arctic, LEGO City Center*
Price: *PC CD-ROM $19.99 (US), $24.99 (CN)*
PlayStation®2 $39.95 (US), $59.99 (CN)
Game Boy® Advance $39.99 (US), $49.99 (CN)
Developers: *Attention to Detail, Ltd. (www.atd.co.uk)*

LONDON, England, May 2001: Racers, start your engines! LEGO Media International announces **LEGO® Racers 2**, a high-speed sequel to its best-selling title to date, LEGO Racers. Scheduled to release on three platforms – PC CD-ROM, Game Boy® Advance and PlayStation®2 – LEGO Racers 2 is in pole position to accelerate right to the top of kids' software wish lists!

The PC and PlayStation®2 versions have been developed by Attention to Detail (ATD) a leading UK developer. LEGO Racers 2 builds on the winning structure of the original title, adding a story-based adventure scenario whereby players race to improve their skills and their cars in an effort to take on Rocket Racer! A new game engine has been added, producing stunning graphics, and racers will explore all-new LEGO worlds based on popular play themes.

LEGO Racers 2 picks up where LEGO Racers ends – Rocket Racer has been beaten and has gone away to practice his racing skills. He ends up on the planet Xalax, where he meets the Ramas, small car-crazy alien creatures based on the all-new collectible LEGO Racers line of play materials. The Ramas love to race around the planet and in the Dome – a huge racing arena. Reluctant to admit defeat, Rocket Racer issues a new challenge to find the best racer in the galaxy, summoning the greatest racers of all time to the Dome for the Galactic Racing Championship. Players must prove their driving skills in four different worlds to qualify for the ultimate race on planet Xalax.

Kids will discover new key features as they race their way to the championship. Just as in the original title – and because it's LEGO – players first must build their car and mini-figure driver using virtual LEGO elements. What's more, improved destructability causes cars and scenery to break into individual LEGO bricks on impact! Bricks can be regained

during a pit stop, but if players lose all the bricks on their car, they'll have to make their way to the pit on foot!

Half the fun of LEGO Racers 2 is in exploring the four new worlds, based on new and popular LEGO play themes – Life on Mars, Adventurers: Dino Island, Arctic and City Center. Each world has a "boss" racer for players to beat, and each boss has a unique vehicle to reflect his or her world. 24 new tracks combine to form a network of roads in the racing worlds, and some have movable barriers that form different courses. Realistic weather conditions also contribute to the creation of exciting racing environments instead of just linear tracks.

An improved power-up system helps racers along the way, in addition to an all-new Golden Brick system, awarded to players as they win races in the various LEGO worlds. Golden Bricks also may be picked up along the course, and as players collect enough, they advance to the next LEGO world. As players win races within the worlds, they gain access to exciting new bonus levels.

The Game Boy® Advance version is being developed by Pocket Studios, a UK developer specialising in Game Boy ™ software.

The original LEGO Racers title is now available on four platforms – PC CD-ROM, PlayStation®, Nintendo®64 and Game Boy™ Color – has been translated into nine languages, and is sold in 40 countries around the world. LEGO Racers has received several awards, including an *Oppenheim Toy Portfolio* "Platinum Software Award," and has been reviewed in media outlets around the world.

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LEGO Media was established in 1996 and has its world wide headquarters near London. LEGO Media is responsible for the development, publishing and marketing of media products for children between the ages of two and 16. As part of the LEGO Group, LEGO Media has access to unique brand recognition as well as strong marketing and distribution power in the children's market. The Company is led by a strong senior management team of talented interactive media industry professionals and experienced managers from the LEGO Group. For more information, please visit www.LEGO.com/software.

ATD (Attention to Detail) Ltd., is a veteran British game developer with over 70 staff based in rural Warwickshire, England. It joined what was originally the GBH Group in 1997, which later changed to Kaboom Studios Group in September 2000. This propelled ATD from a small independent studio into part of the largest development group in the Europe. ATD has developed games for many respected publishers, including Psygnosis, Activision, Lucas Arts Games, Atari, SEGA, Eidos and most recently Acclaim. The most recent success' include Ducati World for the PC and consoles, as well as the BAFTA Award winning 'Sydney 2000', the official video game of the Sydney Olympics.

Pocket Studios was set up in March 1999. Based in Kent, England, the studio of 18 specializes in developing Game Boy® Color and Game Boy ™ Advance titles. Pocket is currently working on projects for Infogrames, Cryo, and 3DO including 'Alone in the Dark – The New Nightmare' the much

anticipated Game Boy™ Color release from Infogrames which is the only CGB game to run in over 2500 colors.

LEGO Systems, Inc.
(USA/Canada)
Michael McNally
PR Manager
LEGO Systems, Inc.
555 Taylor Road
PO Box 1600
Enfield, CT 06082-1600

USA
Tel: (860) 763-7825
Fax: (860) 763-7736
Email: michael.mcnally@america.lego.com