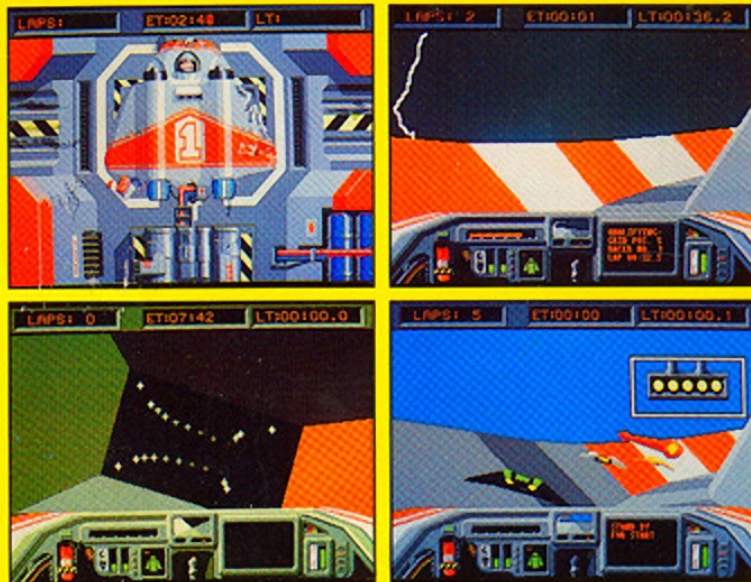


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- Fast, realistic 3-D graphics with digitized sound.
- Head to head challenge via dual machine datalink.
- Horrendous crusher gates, chicanes, crevasses and tunnels.
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- 6 challenging and tortuous tracks set on 5 different planets.
- Individual atmospheric and weather conditions, including digitized lightning storms.
- Automated Robopit for refuelling, bodyparts replacement and fine tuning.



These screen shots represent Atari ST version. Other versions may differ.



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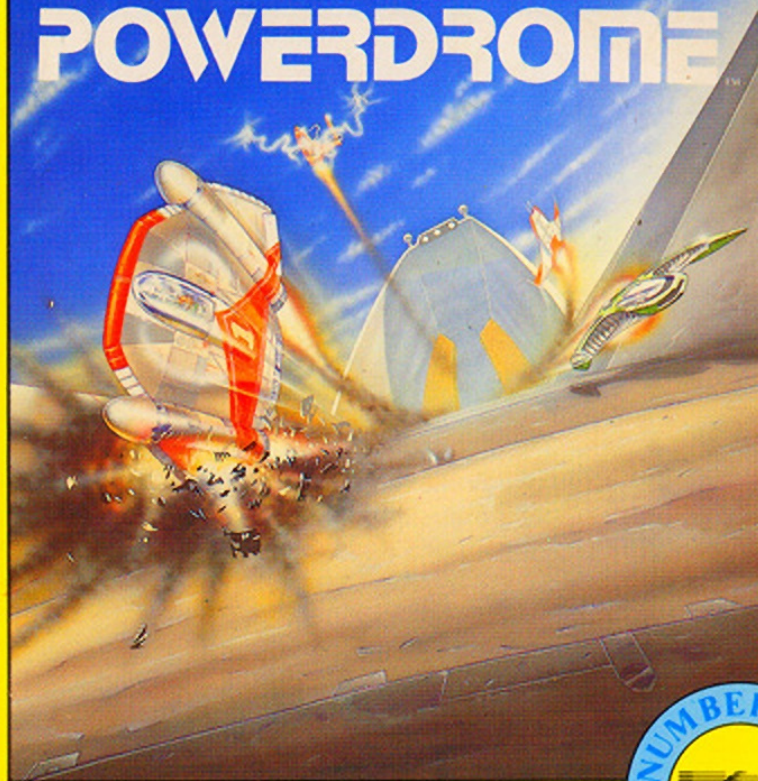


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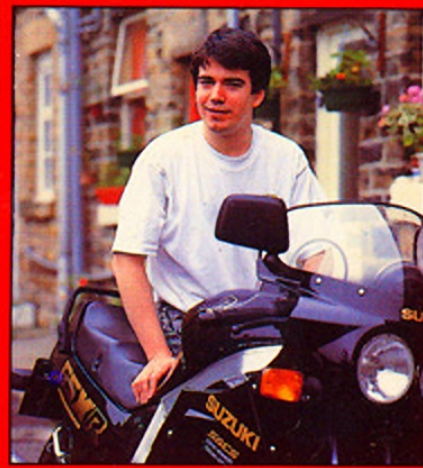
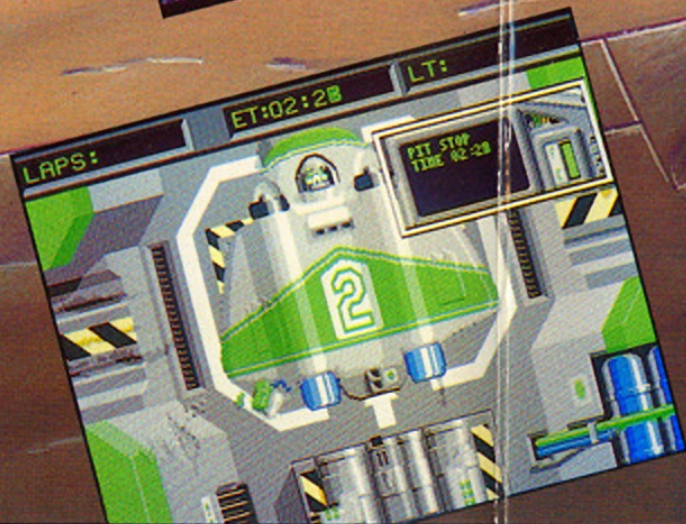


M.J. Bell

ELECTRONIC ARTS®



ATARI ST



In late October 1978, Michael stepped into the dim, musty room at the back of the school annexe. There in the corner sat an old Wang 220 desktop computer, gathering dust, waiting for someone to use it again.

Ten years later, after finishing university, Michael was working as an engineer in a steelworks and rapidly becoming bored with it. 'Surely', he thought to himself one grey day, 'there must be someone out there who wants to buy a fast-moving, all-action futuristic race simulation game'.

So he wrote one.



ELECTRONIC ARTS® Home Computer Software

ABOUT OUR COMPANY:

We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order, but with enough imagination and enthusiasm, we think there's a good chance for success. Our products, like this one, are evidence of our intent. If you'd like a product brochure, send a stamped SAE to: Electronic Arts Ltd, 11/49 Station Road, Langley, Slough, Berks, England.