



Full Auto™

Platform: Xbox 360

Category: Combat Racing

Developer: Pseudo Interactive

Release: Fall 2005

Combine *fully-automatic*, weapon-equipped vehicles with highly detailed and interactive urban environments and you have *Full Auto*, the most destructive racing action ever experienced in a video game. Produced exclusively for the Xbox 360™ video game and entertainment system from Microsoft, this racer allows players to choose from a wide selection of unique vehicle designs and arm them with any combination of machine guns, cannons, and other deadly weapons. The rules of the road don't apply in this high-octane, no-holds-barred competition. And once players have honed their skills against computer opponents, they can jump onto Xbox™ Live and take on real players in both destruction-heavy lap courses and last-man standing arena matches.

In the near future, the city of Staunton is held hostage by a mysterious group known only as the Shepherds. As a retired driver, you are coerced by the Shepherds into a series of lethal street races, where the cost of competing is far greater than anyone ever expected. Employ the use of Unwreck, an ingenious new feature that allows players to rewind short periods of time. Botch a turn? Correct it. Miss a shortcut? Go back and take it. Under heavy fire? Use a second chance to evade the competition. Unwreck makes mid-race "restarts" a thing of the past.

Packed with more than ten play modes, including a 60-event career, *Full Auto* offers a degree of variety that surpasses even the most celebrated racing games of the current generation. Extensive multiplayer support via split-screen and online play ensures gamers will be burning (quite literally) the midnight oil with friends. *Full Auto* is destined to raise the bar for action-racing games.

Features:

- The most destructible environments of any game to date.
- Unique Unwreck feature gives players the ability to control time, rectifying fatal errors, missed opportunities, and bad aim.
- Gameplay modes include a 60-event Career Mode, Pursuit, Arena, Tag, and Rampage. A host of mini-games add to the collection.
- Collision, Jump and Death cameras magnify key moments. One-touch replays and customizable highlight reels amplify the awesome presentation.

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