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'Race Driver One' Dated - PC and Consoles

Superb tour to beautifully re-created racing locations through Europe, U.S., Japan and more

Codemasters announces [Race Driver](#) One, the third installment of the highly appreciated 8 million unit-selling motorsport series. The game is currently in development at [Codemasters](#) Studios and will be available in 2008 for console and PC. Race Driver One is said to be a superb evolution for the series, becoming an ultimate racing simulation-the next technical showcase for Neon and challenging players to become the number one race drivers in a new world of exhilarating motorsports. Gavin Raeburn, Executive Producer at Codemasters Studios said:"As each generation of gaming formats shifts up a gear, so does this series and Race Driver One is set to evolve the previously headlined TOCA (DTM/V8) titles as much as [DIRT](#) has the Colin McRae series. Combining our racing heritage with the Neon engine, Race Driver One will create a world that goes far beyond the traditional boundaries of motorsport gaming, taking players from the most prestigious race circuits to road and street events around the globe. A completely fresh career structure will engage players in an unprecedented range of racing styles as they build a team capable of becoming number one. The Neon engine will be expanded to deliver a new level of visual detail, physics and an astonishing car damage system."An important feature is that Race Driver One will take players on an incredible tour to beautifully re-created racing locations through Europe, U.S., Japan and other territories. The game will also feature an immense range of events, combining official circuit-based championships with road races and urban street competitions. Remember the game is scheduled for release sometime beginning 2008, for consoles (yet to be announced) and PC.