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## FUEL: Codemasters next big racing game

Over 5000 square miles of terrain to drive

by Stuart Miles published on 19 August 2008

Codemasters the publishers of Colin McRae: DiRT has turned its gaze to another racing title its announced at Leipzig.

The British publisher, who must have been a set back following the tragic death of the expert rally racing driver in a helicopter crash in 2007, has signed the worldwide publishing rights to FUEL.

FUEL, currently in development by French developers Asobo Studios, who have made nothing like this in the past, will launch the title on the PS3, Xbox 360 and PC in 2009.

According to the developers, FUEL will present players with a no-boundaries playfield that's over 5000 square miles in size creating the ultimate competitive go-anywhere racing experience giving players the chance to compete across wildly different terrains on either two and four-wheeled rides.

"FUEL raises the bar in terms of scale and exhilaration for racing games. We begin with the largest racing environment to appear in gaming - ever", said Sebastian Wloch, Chief Executive Officer, Asobo Studios. "Player choice lies at the heart of FUEL's action-packed races and with a huge range of vehicles, packs of up to 16 vehicles speeding across diverse terrain and a no-boundaries, no-limits approach to racing, means players have never had so much freedom to conquer the wilderness and take the chequered flag."

