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Skip to content Warner Bros. Interactive Entertainment PlayStation 3PlayStation 4Xbox 360Xbox OneNintendo SwitchWii U Cars 3: Driven to Win is a racing game for the PlayStation4, PlayStation3, PlayStation5 (Backwards Compatible), Xbox One, Xbox 360, Xbox Series X/S (Backwards Compatible) Nintendo Switch, and Wii U, released on June 13, 2017. It is the first video game developed by Avalanche Software since they were acquired by Warner Bros. Interactive Entertainment. 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Myers, also comes back to compose the game's music.Cars 3: All of the playable characters are based on their appearances in this film, along with a few references from the said film.Reception[1]Cars 3: Driven to Win received "mixed or average" reviews on Metacritic getting a metascore of 72/100 on PS4,[4] 59/100 on Xbox One[5] and Nintendo Switch.[6]Title in other languages[1]Languages|Names|Meaning|Arabic 3: Cars 3: Drive To Win|Chinese3Cars 3: Speed Challenge|DutchCars 3: Vol Gas voor de Winst|Cars 3: Full Gas for the Win|FrenchCars 3: Course vers la victoire|Cars 3: Race to victory|ItalianCars 3: In Gara per la Vittoria|Cars 3: Racing for Victory|Japanese3 Cars 3: Crossroads World|Korean 3: Cars 3: Drive To Win|PolishAut 3: Wysockie Obroty|Cars 3: High Revs|Portuguese (Brazilian)|Carros 3: Correndo para Vencer|Cars 3: Running to Win|Russian 3: Cars 3: Towards Victory|Spanish (European)|Cars 3: Hacia la Victoria|Cars 3: Towards Victory|Spanish (Latin America)|Cars 3: Motivado Para Ganar|Cars 3: Motivated To Win|Trivia[1]In the final lap of each track in the game, the speed and pitch of the music increases by x1.10.Instead of using the original music for the Cars 2 tracks, the team created all-new remixes of the songs that retain some elements of the originals, although, sped-up versions of the original music can still be heard in the final lap of each track (excluding Airport Runway Rally).This game marks the first time Luigi is not playable in a Cars video game, the second time Fillmore is not playable, first being Cars: The Videogame, the third time Sarge is not playable, with the first beingCars: The Videogameand second beingCars: Fast as Lightning, and the second time Sheriff is not playable, first beingCars: Mater-National Championship.In addition, this is also the first time Luigi doesn't appear in aCars video game.This is the first Cars video game where Guido appears but does not speak.The Oil Rig is the only location from Cars 2: The Video Game that does not have a track represented.However, leftover music in the game's files suggest that an Oil Rig track was likely planned to be added, as the Oil Rig music from that game is still present in the files.This is the first time Mater is not voiced by Larry the Cable Guy officially.Coincidentally, Junior Moon, River Scott, and Smokey all appear in their Heyday paint jobs.It is unknown why Cal Weathers did not appear in this game, considering he is one of Lightning McQueen's friends, along with Bobby and Brick. Even more so, it is also unknown why Cam Spinner and Rich Mixon are the only Next-Gen racers (other than Jackson Storm) to appear in this game, as they have very minor roles who had little-to-no screen time in the film. That said, it can be argued that the reason that Cal doesn't appear is the fact that there's already a Dinoco racer in the game, being Cruz Ramirez.Jackson Storm actually gets his second comeuppance.In several tracks, there's a freight train pulling heavy cargo. The lively the train wears is similar to the lively that CSX (a railroad company) uses.Bugs[1]If one were to pause the game and let the final lap music for Italy's Grand Tour loop twice, after looping for the second time, a sped-up version of the Italy Hunter music from Cars 2: The Video Game will instead start playing (Nintendo Switch).Sometimes, in the Dinoco All-Star Cup, the game will spawn in the same character you're currently playing as, which is not something it usually does (Nintendo Switch).At seemingly random times, the face of the character you're playing as will get stuck and wont move until you either use your turbo, jump, perform a stunt, tow an object or do anything in general that trigger an animation (Nintendo Switch).If you place a Road Mine/Magnetic Mine on specific places in certain tracks, it'll look like its floating in the air (Nintendo Switch).Sometimes, the camera at the start of a race will be placed too high, ill adjust itself as soon as the race starts, though (Nintendo Switch).There are several points in certain tracks where you can take advantage of the spawn points to skip parts of the track, you can do this in Midnight Run, Thunder Hollow Destruction Derby, Radiator Springs Wheel Well Loop and Florida International Concourse to name a few.External links[1]References[1] Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Skip to content Warner Bros. Interactive Entertainment PlayStation 3PlayStation 4Xbox 360Xbox OneNintendo SwitchWii U Cars 3: Driven to Win is a racing game for the PlayStation4, PlayStation3, PlayStation5 (Backwards Compatible), Xbox One, Xbox 360, Xbox Series X/S (Backwards Compatible) Nintendo Switch, and Wii U, released on June 13, 2017. It is the first video game developed by Avalanche Software since they were acquired by Warner Bros. Interactive Entertainment. The game takes place after the events of Cars 3 and follows Lightning McQueen, Jackson Storm and Cruz Ramirez as they compete in the
Lightning Storm Cruise, the game could be played with up to 4 players (8th gen consoles only, Wii U not included) and features 23 playable characters, as well as over twenty tracks that take place across thirteen different environments, including Fireball Beach, Heartland Motor Speedway, Arizona, Thomasville, Thunder Hollow Speedway, Radiator Springs, Florida International Super Speedway, Tokyo, Porto Corsa, and London.[1][2] Gameplay[1]Cars 3: Driven to Win is a racing game, like many of the Cars games that precede it. There is a vast array of playable characters from the film, in addition to many tracks and locations. Like in Cars 2: The Video Game, players will be able to collect weapons along the track and use them against their competitors as they drive.[3]Features[1]Playable characters[1]There are a total of 23 characters that can be unlocked in the game. To unlock more characters, the player must earn more Skill Checks or complete Master Level Events. 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