

# X-FILES - Q&A

---

**Q. What was Carter's involvement in the development of X-Files the game?**

A. The original story for the game was developed by Chris Carter

**Q. What is a "live-action-adventure"?**

A. It has live action and is an adventure.

**Q. What X-Files episode is it based on?**

A. The X-Files game is an original story.

**Q. Why don't you get to play Mulder or Scully?**

A. You are able to do things Mulder and Scully are unable to do.

**Q. Why 4 disks?**

A. Because it is a huge product with four hours of video. (One episode of the Show = 50 minutes. Therefore game is five episodes in length.)

**Q. Where did the footage for the game come from?**

A. The game was shot with the cast of the X-Files over a six week period on location in Seattle, Washington.

**Q. Who is the typical X-Files fan?**

A. Males and females, ages 14-39

Well educated

Open to new ideas

Non-conformists:

- Don't miss an episode

- Possess the "X-Files mindset" as part of their world

- Are deeply involved with the show's characters and trivia surrounding the show

**Q. What game would you compare this to?**

A. It is completely unique. Nothing is as high quality and uses VirtualCinema technology exists.

Visit our website:

**[www.playstation-europe.com](http://www.playstation-europe.com)**

<b>Developer:</b> Fox Interactive <b>Genre:</b> Action /Adventure : <b>No of Players :</b> 1 <b>Peripherals:</b> Controller, Memory Card
---