

# POPCORN

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## **E3 - Atlanta, May 1998 -**

Popcorn is a frantic action / puzzle / strategy game that blends the fun elements of platform games with the ability to plant and throw bombs as an essential gameplay element.

Set in a number of different time zones, Popcorn is a crazy chase across time where players, initially equipped with two characters, try to find eight magical Earth Globes. Once all the Globes have been found they can be used to rid a future Earth of pollution.

Popcorn boasts unrivalled character progression - at the end of each World gamers encounter a variety of different bosses, who once defeated join in the quest and become playable characters throughout the remainder of the game.

Gamers must decide which characters to use to overcome each challenging puzzle as well as collecting keys and energy crystals which they can use for the final battle to save the Earth.

Difficulty levels progress throughout the game: more keys are needed and are harder to find, mazes get larger and larger, puzzles become more complex and enemies more numerous - all adding up to very addictive gameplay.

Eighth Wonder is a SCEE-affiliated development team with an impressive amount of previous experience in the industry. 'Popcorn' is their first title under the Eighth Wonder banner.

<b>Developer:</b> Eighth Wonder <b>Genre:</b> Action / Puzzle / Strategy <b>No. of Players:</b> 1 - 4 <b>Peripherals:</b> Dual Shock Analog Controller, Multi Tap
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