

# X-FILES- OVERVIEW

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*The X-Files* is already one of the most widely anticipated PlayStation titles in the entertainment software marketplace. With the meteoric rise of the television show worldwide, the *X-Files* has become a household word, with “X-Philes” tuning in once a week to follow FBI Agents Fox Mulder and Dana Scully as they explore the world of the unexplained and paranormal. The *X-Files* game will allow fans to get even closer, participating in a specially created storyline and interfacing with *The X-Files* stars and the characters who make up the *X-Files* universe.

The *X-Files* game stars **David Duchovny** and **Gillian Anderson**, along with many members of the show’s popular cast. Published by Fox Interactive and developed by award-winning Hyperbole Studios with PlayStation programming by Zombie, the title is being produced in conjunction with Chris Carter’s Ten Thirteen Productions, creators of the *The X-Files* for the Fox Television network. Ten Thirteen’s direct involvement ensures that the powerful elements that make *The X-Files* so popular are reproduced accurately in the PlayStation game.

The object of *The X-Files* game is to create an immersive, cinematic story that allows the player to experience the world of *The X-Files* as an active participant, taking on the role of FBI Agent Craig Willmore. The environment is seamlessly constructed out of high-quality live action video “on the fly” as the player makes decisions and navigates through locations. The title employs a mixture of first and third-person views which are constantly juxtaposed in an ever-changing, cinematic environment. The script, performances, design and technology all match the high creative and technical standards set by the TV series.

The interface for *The X-Files* game is created using VirtualCinema®, Hyperbole’s proprietary interactive game engine. The interface elements include a letterbox aspect ratio, in which all video appears and which is the player’s “window on the world”, intelligent pointers, character dialogue boxes and drag-and-drop icons. Innovations in the game engine and user interface include the ability to manipulate not only objects but also for the first time, “thoughts” and “ideas”, which the player can store and act upon later as the adventure’s plot unfolds.

The characters are intelligent, responding not only to the player’s choices, but also to his attitude and his behaviour which will change as the game progresses, depending upon the course of previous events. Inside the world of the story, there are many opportunities for the player to make mistakes - some fatal, and all integral to the gameplay.

The living room/television is the perfect environment in which to experience this game. Given the use of immersive, video based environments, interactive video streams and

the performances of the stars of the show, *The X-files* on PlayStation will present the player with a truly interactive television experience - a unique product in today's marketplace. Fans are looking for a game that looks, sounds and acts like the hit series while providing a technologically advanced gaming experience that is true to the production values of the show.

### **Key Features :**

- Contains original footage starring David Duchovny, Gillian Anderson and other members of the regular X-Files™ cast shot specifically for the game.
- Story written by Chris Carter, creator of The X-Files™.
- The VirtualCinema® game engine creates a stunningly realistic live-action adventure with all the tension and mystery of a real X-Files™ episode.
- Advanced Artificially-Intelligent computer controlled characters react realistically to things you say and do - your actions affect the outcome of the game.
- The X Files™ is one of the biggest TV successes of the 1990s with a multi-million dollar industry encompassing 6 million videos, four million books and official magazines

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