

MONSTER RANCHER

London June 2000 - Sony Computer Entertainment Europe has joined forces with Tecmo to bring the latest Japanese phenomena, Monster Rancher, to the PAL market in October 2000. Monster Rancher is an addictive virtual pet game combining role-play and combat that has enjoyed immense success both in the US and Japan.

One of the strangest game concepts ever, Monster Rancher allows players to create unique monster DNA by collecting data from CDs - ANY CD! Over 450 3D monsters can be created simply by inserting a CD into PlayStation. What creature will be born from your favourite pop tune? What hideous monstrosities will be created using your back catalogue of PlayStation games?

Once a monster is born, players raise them as pets and train them to the peak of physical perfection before setting them against other monsters in single combat. All manner of weird and wonderful monsters are waiting to be unlocked including a giant yellow eyeball called Suezo, cute loveable Mocchi or the dark, evil Ragnaroks. Save your favorite monsters to a memory card to challenge your friends.

Monster Rancher is deep, involving and, above all, immensely entertaining. Each creature has it's own unique personality - will your monster try to cheat at training, or refuse to try new foods? Monsters are happy to with you but if you treat them badly they may get angry or even cry! Each individual monster offers as much as 8 hours of gameplay thus ensuring long-term appeal.

Breeding monsters takes a special talent - experiment, explore and see if you have the skill to become a master trainer!

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Developer: Tecmo Genre: Virtual Pet/Combat No. of Players: 2 Peripherals: DUALSHOCK Analog Controller, Memory Card
