

# PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

## SONY COMPUTER ENTERTAINMENT AMERICA

### SOFTWARE TITLE SUMMARIES

The following is a list of titles that Sony Computer Entertainment America will be showing at the Electronic Entertainment Expo 2002 for the PlayStation®2 computer entertainment system. All information contained below is subject to change and represents the best information on the titles that we have to date.

#### *ATV Offroad Fury™2*

Offroad racing is more intense than ever before. Following in the footsteps of the PlayStation 2 Greatest hit, *ATV Offroad Fury*, *ATV Offroad Fury 2* provides familiar offroad racing gameplay, packed with more courses, modes, tricks, ATVs and online gameplay via the Network Adaptor (Ethernet/Modem) (for PlayStation 2) to heighten the ultimate racing experience for all motorsport fans. Players will choose from more than 20 ATVs licensed from various top-tier manufacturers, as well as team sponsored ATVs from top-tier offroad companies. Available in both first- and third-person perspective, *ATV Offroad Fury 2* offers players the ability to race in 40 massive environments through five event types and five mini-games including Tag, Soccer, King of the Hills, Treasure Hunt and a hidden mini-game. For each event type, each ATV will react differently according to weather and various terrain such as, water, mud, ice and sand. The five event types include: Outdoor Integrated Environments, National courses, Supercross courses, Freestyle Stunt courses and a Training course. *ATV Offroad Fury 2* features seven race modes including: Practice, Lap Attack, Single Race, Pro Career, Supercross, Duel, Relay and Time Elimination.

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| <b>Release:</b>      | November 2002  |
| <b>Genre:</b>        | Action-oriented racing   |
| <b># of Players:</b> | 1-4 players  |
| <b>ESRB Rating:</b>  | “RP” for Rating Pending  |
| <b>Developer:</b>    | Rainbow Studios  |
| <b>Peripherals:</b>  | DUALSHOCK™2 analog controller, standard digital controller, Memory Card (8MB) (for PlayStation 2) and Network Adaptor (Ethernet/Modem) (for PlayStation 2) |

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## ***Dark Cloud™2***

In the future, a rebellion inspires an evil mad-man to travel through time to eliminate the origins of a growing threat. In the present, a world is dying and a single town remains. An inventive young man, with the help of a visiting time traveler, discovers the secret of the outside world and its effect on the future.

Experience the sequel to one of the best selling role-playing games on PlayStation 2. *Dark Cloud 2* delivers a spectacular tale with new gameplay elements and enhanced GEORAMA, which allows you to rebuild worlds in greater detail. The new Invention System lets you create, repair and upgrade equipment and weaponry that will help in exploration and in battle. With over 100 total hours of gameplay, *Dark Cloud 2* delivers a 3D role-playing adventure crossing the hands of time.

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| <b>Release:</b>      | Winter 2002/2003   |
| <b>Genre:</b>        | Role-playing game  |
| <b># of Players:</b> | Single-player  |
| <b>ESRB Rating:</b>  | “RP” for Rating Pending  |
| <b>Developer:</b>    | Sony Computer Entertainment Japan                                      |
| <b>Peripherals:</b>  | DUALSHOCK™2 analog controller Memory Card (8MB)<br>(for PlayStation 2) |

## ***Disney's Stitch: Experiment 626™***

*Disney's Stitch: Experiment 626* is the prequel to Disney's major upcoming Summer 2002 feature film release, *Lilo and Stitch*. Players control Stitch, a genetic experiment gone out of control, in this galaxy surfing, shoot-out adventure made exclusively for the PlayStation 2 computer entertainment system. Stitch's powers can be used to the fullest to climb walls and ceilings, dash with amazing speed, roll into a ball and bowl enemies over, fly with the jetpack and swing using the grapple gun. Players also can explore vast, colorful alien environments including Gas Giant, Alien Jungle, Jumba's Lab, and the Military complex that take full advantage of the power of the PlayStation 2 while enjoying creative destruction on a grand scale as almost anything can be blown up or destroyed. Gamers are able to view film clips from the feature film, as well as deleted scenes never before available.

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| <b>Release:</b>      | June 2002  |
| <b>Genre:</b>        | Action-adventure/Shooter   |
| <b># of Players:</b> | Single-player  |
| <b>ESRB Rating:</b>  | "E" for Everyone; Comic Mischief, violence                               |
| <b>Developer:</b>    | High Voltage   |
| <b>Peripherals:</b>  | DUALSHOCK™ 2 analog controller, Memory Card (8MB)<br>(for PlayStation 2) |

## ***Jet X20™***

Get ready, get wet and take to your watercraft on various missions through eight exotic, mythical racing environments including the Arctic, a Pacific island and the legendary city of Atlantis. Providing watercraft racing in a fast-paced, arcade style format, *Jet X20* provides players with more than 30 intense motocross-style tricks as well as player specific tricks to perform in various race modes. With eight highly stylized watercrafts to choose from, players will be challenged with water and terrain of all sorts. From raging rivers, turbulent rapids, massive waterfalls and hair-pin turns, players not only have to worry about the riding attitude of their watercraft, but also the competitors racing aggressively around them. During single- and multi-player gameplay, racing fans and watercraft lovers alike will enjoy four gameplay modes in *Jet X20* that include Trick Race Mode, Season Mode, Rescue Mode and Trick Mode. In all of these modes, players are given the opportunity to start a career, perform various tricks and stunts and rescue flailing victims while earning points for ranking and special awards.

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| <b>Release:</b>      | October 2002  |
| <b>Genre:</b>        | Action-oriented racing  |
| <b># of Players:</b> | 1-2 players   |
| <b>ESRB Rating:</b>  | “RP” for Rating Pending   |
| <b>Developer:</b>    | Killer Game   |
| <b>Peripherals:</b>  | DUALSHOCK™2 analog controller, standard digital controller, Memory Card (8MB) (for PlayStation 2) |

## ***My Street***<sup>™</sup>

Within a bright, vibrant, sunny neighborhood, birds are chirping, dogs are barking and kids are getting ready to play the day away. But this is no ordinary neighborhood. Within each backyard, intense competitions are underway to see who rules this hood. In each backyard, basement and field on this street, competition is everywhere. Intense and fun classics such as Dodgeball, Volleyball, RC Racing, Marbles, Corn Field Maze and more are heating up as gamers challenge their friends to intense gatherings. Bragging rights and pride are at stake on *My Street*.

Idol Minds, developers of the critically acclaimed Cool Boarders<sup>™</sup> franchise, developed this truly unique game for PlayStation 2 that will prove to be the ultimate source of online competition. Up to four players (in single player or online play) can join the fun, and challenge their friends or foes to any one of eight games. Do you have what it takes to host the game and be the captain in this competitive environment? There's no excuse for not being outside and hanging with your buddies...and if you're coming to this street, you'd better be prepared to play.

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| <b>Release:</b>      | Winter 2002  |
| <b>Genre:</b>        | Quiz/Board Games   |
| <b># of Players:</b> | 1-4 players (single console and online)  |
| <b>ESRB Rating:</b>  | Rating Pending   |
| <b>Developer:</b>    | Idol Minds   |
| <b>Peripherals:</b>  | DUALSHOCK <sup>™</sup> 2 analog controller, Multi-Tap, 8MB Memory Card,<br>Network Adaptor (Ethernet/Modem) (for PlayStation2) |

## ***Primal***<sup>TM</sup>

*Primal* encourages players to face their inner demons in a game of exploration, combat and puzzles driven by a battle between order and chaos, as a modern-day girl faces the demons of an immortal world and discovers her own supernatural origin. The game introduces players to a fantasy world joined inextricably with our own. It is *not* a world of goblins and barbarians, or any other such fantasy fare. *Primal* is set against a credible backdrop and the characters possess believable personalities radiating warmth and emotion, reason for conflict and motivation for their actions.

The game is story-driven, presented through the experiences of the central characters, a present-day, human couple drawn into discord by eternal forces. While gameplay revolves around the momentous events of the story, there are many personal revelations and surprises for the characters along the way. Essential to the game's core is the unusual and evolving relationship between *Primal*'s two main, playable characters, Jen, the girl, and Scree, the gargoyle.

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| <b>Release:</b>      | Winter 2002   |
| <b>Genre :</b>       | Action-Adventure  |
| <b># of Players:</b> | Single-player   |
| <b>ESRB Rating:</b>  | “RP” for Rating Pending   |
| <b>Developer:</b>    | Sony Computer Entertainment Europe  |
| <b>Peripherals:</b>  | DUALSHOCK <sup>TM</sup> 2 analog controller,<br>Memory Card (8MB) (For PlayStation 2) |

## ***Ratchet & Clank***<sup>TM</sup>

Created and developed by Insomniac Games, *Ratchet & Clank* has been in development for almost three years and is the team's first entertainment venture for PlayStation®2. Since the acclaimed and multi-million selling *Spyro The Dragon*<sup>TM</sup> series, the team of talented designers, programmers, artists and animators have been hard at work to create an innovative, weapons-based, action-adventure game, featuring the dynamic pairing of Ratchet & Clank.

*Ratchet & Clank* is a unique platform game that combines many genres, including action, exploration, adventure, puzzle-solving, strategy and racing, and fuses these elements into a whimsical science-fiction fantasy. Delivering exhilarating gameplay mechanics, unique character designs, enormous environments, brilliant graphics, an engaging storyline and the most weapons and hi-tech gadgets ever seen in an action-adventure platformer, *Ratchet & Clank* provides gamers with an immersive experience that truly showcases the technical prowess of PlayStation 2. Like nothing ever seen before, *Ratchet & Clank* is poised to take the world by storm this holiday season, only on PlayStation 2.

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| <b>Release:</b>      | November 2002   |
| <b>Genre:</b>        | Action-Adventure  |
| <b># of Players:</b> | Single-player   |
| <b>ESRB Rating:</b>  | “RP” for Rating Pending   |
| <b>Developer:</b>    | Insomniac Games   |
| <b>Peripherals:</b>  | DUALSHOCK <sup>TM</sup> 2 analog controller, Memory Card (8MB)<br>(for PlayStation 2) |

## ***Sly Cooper and the Thievius Racoonus™***

George. Brad. Matt. Move over! There's a new thief in town!

Sly Cooper is all about taking chances and in this exciting new adventure, gamers will enjoy rich, cell-shaded worlds, comically animated and amusing characters and brilliant gameplay that will have gamers sneaking around and proving they are the best thief ever! Created and developed by Sucker Punch, *Sly Cooper and the Thievius Racoonus* has been in development for several years and is the team's first entertainment venture for the PlayStation® 2.

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| <b>Release:</b>      | September 2002  |
| <b>Genre:</b>        | Action-Adventure  |
| <b># of Players:</b> | Single-player   |
| <b>ESRB Rating:</b>  | “RP” for Rating Pending   |
| <b>Developer:</b>    | Sucker Punch  |
| <b>Peripherals:</b>  | DUALSHOCK™ analog controller, standard digital controller,<br>Memory Card (8MB) (PlayStation 2) |



## ***SOCOM: U.S. Navy SEALs***

Trained to tackle any mission, anytime, anyplace, U.S. Navy SEALs are THE top operatives in the Special Forces community. *SOCOM: U.S. Navy SEALs* for PlayStation 2 places you in the role of an elite SEAL commander whose team is asked to fight terrorists in 12 of the most deadly operations ever within four diverse, real world environments. With more than 30 weapons and unparalleled skills and tactical maneuvers at your disposal, players must annihilate those who dare challenge the U.S. Navy SEALs and complete their mission. Teamwork and stealth are both crucial elements of the gameplay in *SOCOM: U.S. Navy SEALs*. As the team commander, players must instruct their team on a mission, either through voice recognition technology (with USB headset), or via on-screen text options. Ambushes, reconnaissance and hostage rescues are among the missions that U.S. Navy SEALs will need to accomplish. In multi-player mode, players will be able to play and communicate online in a competitive environment using broadband access. Commands can be communicated through real-time text or voice commands over the Internet, where giving and following orders appropriately is vital to the team's success.

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| <b>Release:</b>      | August 2002  |
| <b>Genre:</b>        | Action-Adventure/Military Strategy   |
| <b># of Players:</b> | 1-16 players via Broadband Play  |
| <b>ESRB Rating:</b>  | “M” for Mature   |
| <b>Developer:</b>    | Zipper Interactive   |
| <b>Peripherals:</b>  | DUALSHOCK™2 analog controller, 8MB Memory Card, Network Adaptor (Ethernet/Modem) (for PlayStation 2), SOCOM USB Headset (included in each package) |

## ***The Getaway***<sup>TM</sup>

*The Getaway* delivers an ultra-realistic interactive experience that blurs the line between cinema and games. As one of the most ambitious projects in videogame history, it sets new standards in entertainment. Set in the cosmopolitan hub of Europe, London, *The Getaway* delivers a photo-realistic gameplay environment. The development team scoured 40 square kilometers of the city to reproduce in the game; each detail of every block and street corner is replicated right down to the cracks in the pavement. *The Getaway* is a free-roaming, mission-based, 3D action game. The majority of the action takes place from a third-person perspective, but a first-person view is available in the driving sections. The gameplay offers more freedom to players than any other game. How should they complete their missions? Drive? Or run? It's inevitably up to them.

Car physics are crucial to gameplay in *The Getaway*, as the physics and handling are different for each vehicle, creating more strategy in deciding which car to use for each mission. Streets are littered with moving traffic and pedestrians, which provide an integral part of gameplay. Players can abandon their car and grab another off the street and move through a bustling city while pedestrians walk amongst them. Pedestrians will be dynamically modeled to react to their environment. A gritty, pulsing story follows two playable characters and is driven by cinematic cut scenes. Blurring the line between game and reality, *The Getaway*'s storyline delivers multiple perspectives, enriching the story-telling process. Gamers can later relive each jarring mission with an amazing replay mode for an even more chilling experience.

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| <b>Release:</b>      | Winter 2002  |
| <b>Genre:</b>        | 3D Vehicle-Action  |
| <b># of Players:</b> | Single-player  |
| <b>ESRB Rating:</b>  | “RP” for Rating Pending  |
| <b>Developer:</b>    | Sony Computer Entertainment Europe (Team Soho)   |
| <b>Peripherals:</b>  | DUALSHOCK <sup>TM</sup> 2 analog controller, standard digital controller,<br>Memory Card (8MB) (for PlayStation 2) |

## ***The Mark of Kri™***

Epic adventure and fierce combat await in the newest action-adventure game exclusively for PlayStation®2. Players assume the role of Rau, a heroic warrior unmatched in skill and strength, as he battles through richly detailed 3D environments to discover the truth about his family's dark secrets. Accompanied by his loyal and trusted friend, a large black bird named Kuzo, Rau must fulfill his destiny to protect the world from an evil and powerful spell.

With a unique and intuitive combat system in which enemies are attacked in stealth mode or in an assigned striking order using the right analog stick, *The Mark of Kri* presents a new and innovative approach to fighting adventure games. Combined with artistically sketched movies and a colorful cast of characters, the engaging storyline will immerse the player into a world of magic, discovery and conflict. Launching this summer, *The Mark of Kri* delivers an entertainment experience that stretches the imagination and pushes the power of PlayStation 2.

**Release:** Summer 2002  
**Genre:** Action-Adventure  
**# of Players:** 1-player  
**ESRB Rating:** “M” for Mature  
**Developer:** SCEA – San Diego Studios  
**Peripherals:** DUALSHOCK™2 analog controller, Memory Card (8MB) (for PlayStation 2)

## ***War of the Monsters***

From the developers of the critically acclaimed *Twisted Metal:Black™*, comes a brawler of monstrous proportions. Sony Computer Entertainment America, Santa Monica and Incog Inc. Entertainment have teamed up to develop *War of the Monsters* exclusively for PlayStation®2. Inspired by classic sci-fi and giant monsters movies of the '50s and '60s, *War of the Monsters* features gargantuan beasts in a raging battle on planet Earth. Players will embody the soul of one of ten 100-foot-tall monstrosities, and clash with opponents in fully destructible thriving cities. Combining hand-to-hand, projectile, special and environmental attacks with an infinite supply of weapons – including moving vehicles and building rubble – only one beast will triumph and rule this *War of the Monsters*.

**Release:** Coming Soon  
**Genre:** Fighting  
**# of Players:** 1-2 Players  
**ESRB Rating:** Rating Pending  
**Developer:** Incog Inc. Entertainment  
**Peripherals:** DUALSHOCK™2 analog controller, standard digital controller, 8MB Memory Card

### ***Wild Arms*® 3**

*Wild Arms 3* is the third installment in the popular *Wild Arms*® franchise. From creators of *Wild Arms 1* and 2, *Wild Arms 3* is a true, traditional role-playing game (RPG) that offers the tried and true elements RPG gamers love and respect. *Wild Arms 3* expands onto the PlayStation®2 computer entertainment system with new characters, enhanced cell-shaded graphics, intricate puzzles and an all-new innovative battle system. Add in the game's western setting and acclaimed soundtrack, and *Wild Arms 3* delivers a unique RPG experience.

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| <b>Release:</b>      | Fall 2002  |
| <b>Genre:</b>        | Role-playing game  |
| <b># of Players:</b> | Single-player  |
| <b>ESRB Rating:</b>  | “RP” for Rating Pending  |
| <b>Developer:</b>    | Sony Computer Entertainment Japan                                      |
| <b>Peripherals:</b>  | DUALSHOCK™2 analog controller Memory Card (8MB)<br>(for PlayStation 2) |