

# NINJA: Shadow of Darkness

DEVELOPER	Core Design Limited
PUBLISHER	Eidos Interactive Limited
FORMAT(S)	Sony PlayStation
GENRE	Third person action-adventure
STYLE	Classic arcade
PLAYER(S)	One
RELEASE DATE	September 1998
PRICE	£TBC

## STORYLINE

Ancient Japan was split into two distinct regions, each controlled by a powerful warlord. Both were desperate to gain control of each other's land in order to become emperor of all Japan.

Years of war finally resulted in an uneasy truce where both sides remained distrustful of one another. One of the warlords, Katasaki, finally decided to take matters into his own hands. He called upon the powerful demon lord, Batanaka, and in an evil ceremony he sold his soul in exchange for the demon's help.

Batanaka kept his side of the bargain and sent Katasaki an army of goblins, trolls, dragons and other evil beasts. Katasaki immediately sent the demon hordes on a rampage across his enemy's land. And when they had finished Katasaki would be able to simply take over and become emperor.

The plan came to pass but Katasaki was unable to control the wicked demons and witnessed the total decimation of Japan. The people became possessed and the dead walked freely with the living.

Years later, after a soul-searching journey, a young Ninja named Kurosawa returns to his homeland. Discovering the horrors caused by the demon, the Ninja vows to save his people from the evil grip which has befallen them... ..and so begins his quest to rid the land of the demon legions.

## FEATURES

- Fast-paced arcade-style action
- Inspiration taken from classic games such as *Double Dragon*, *Rygar* and *Ghost and Goblins*.
- 13 stages in full 3D.
- Highly detailed environments feature a vast range of special effects
- Cinematic camera system: camera positions change according to the Ninja's surroundings and his combat situation.
- Combat techniques include hand to hand fighting, weapon and magic attacks. All attacks can be powered up to four different levels.
- Over 50 enemies, all animated to a high standard and with specific attacks.
  - 13 huge end of level bosses, each progressively harder to overcome.
- Collectable bonuses such as health, extra lives, extra points, invulnerability etc.

- **Shop area at the end of each level where additional items may be purchased**
- **Interactive environments feature traps, puzzles, moving platforms, hidden areas, doors, environmental hazards etc.**
  - **Over twenty cut-scenes at key stages which utilize the game engine, ensuring play remains fluid.**

**PR INFORMATION**

**Playable demo: Available August / September**  
**Review code: Available August / September**

**For further information, please contact:**

**Susie Hamilton  
PR Manager  
Core Design Limited  
55 Ashbourne Road  
Derby DE22 3FS  
England**

**[susie@core-design.com](mailto:susie@core-design.com)**