



VIRTUA QUEST™

Platform: PlayStation®2 computer entertainment system
Nintendo GameCube™
Category: Action/RPG
Developer: AM2, a SEGA® development studio
Ship: North America: Q4 2004
Europe: TBD
Japan: TBD

Virtua Quest is a 3D Action/ RPG that features both core RPG elements (exploration, treasure gathering and character development) and a strong fighting component.

The player assumes the identity of a young boy named Sei (pronounced "Say"). As the player explores each stage, he/she will discover "Virtua Souls" – data clusters that contain information about the martial arts abilities of the legendary Virtua Fighter characters. These clusters give the player the ability to easily perform complex fighting moves. As the game's story progresses, Sei discovers that only he can unlock the potential of the Virtua Souls, and he subsequently gains the attention of an evil syndicate known as Judgment 6.

Judgment 6, in a mad bid for power, pursues Sei, attempting to force upon him their dirty work in hopes of bringing down the infrastructure of a vast virtual world. If they succeed, the arbiters of justice and power in the real world will come crumbling down, and anarchy will reign. Sei's inner strength is put to the test as he fights to keep this from happening.

Features:

- Over 45 special fighting moves to acquire from "Virtua Souls" (data clusters that contain information of the attack moves from the legendary Virtua Fighter characters) giving players the ability to easily perform complex fighting moves
- Special "Energy Wire" to pull players from point to point as well as grab onto enemies to chain deadly attack moves together
- Collect data chips, then trade them in to power-up your character
- "Treasure" items are hidden for players to discover as part of their quest
- Traditional RPG elements including: cinematic sequences, health points and experience levels

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