

JEFF WAYNE'S The WAR OF THE WORLDS PlayStation

Format: **PlayStation**

Price: **TBC**

Release Date: **Late '99**

The earth-shattering book by H.G. Wells is about to inspire yet another fantastic entertainment extravaganza. Following the award winning radio drama, the film and the international multi-million selling double album Jeff Wayne's Musical Version of The War Of The Worlds comes Pixlelogic's interpretation of HG Wells' sinister vision of the future...

With the soundtrack fully updated and amazing 3D arcade gameplay a battle royale is coming to your fantastic grey box courtesy of GTI.

No one would have believed that in the last years of the 19th century human beings were being watched from the timeless worlds of space. Few men even considered the possibility of life on other planets. Yet, across the gulf of space, minds immeasurably superior to ours regarded this Earth with envious eyes. And slowly, and surely, they drew their plans against us...

The date is August 12, 1898 and the Martians are invading Earth, attacking the planet's strongest military power: Britain. Will the British forces succeed in defending the Earth from this merciless invader? The battle is on!

One hundred years after H.G. Wells' novel set the benchmark for science fiction in literature, GT Interactive plans to bring this legacy to the gaming world with its release of **Jeff Wayne's The War of The Worlds** for the **PlayStation**. **Jeff Wayne's The War of The**

Worlds is a true action/strategy adventure game, featuring, dynamic lighting, fantastic weaponry and stunning landscapes, with a superb variety of missions.

Features:

GT Interactive's **Jeff Wayne's The War of The Worlds** for **PlayStation** will offer an array of exciting features, including:

- A mixture of strategy and arcade action.
- 14 pre-set missions over 10 fantastic landscapes.
- Take control of a number of different vehicles including:
 - **Anti Aircraft Truck:** This vehicle will fire artillery shell towards the sky in order to hit Martian Flying machines.
 - **Armoured Lorry:** The Armoured Lorry will have front-mounted machine guns. The player will use this vehicle to pick up and move humans.
 - **Mortar Bike:** The fastest of the human vehicles which fires mortar shells into the air
 - very good for bombing Martian areas.
 - **Iron Clad Ship:** The Iron Clad is used as a Turret on a fixed ship to wipe out invading enemies that might approach.
- Also included are: **observation balloons, airships, mine fields, mobile repair trucks and turrets. The player can switch between control of ALL of these when needed.**
- Full 3D landscapes to explore.
- Fantastic graphics and lighting.
- Missions based through realistic terrain on the geography of Britain.
- Missions based over: **London, Dover, Oxford, Nottingham, Liverpool, York, Newcastle and Glasgow then eventually taking on the Martian's main base.**
- Over 50 minutes of new recordings.
- Superb Martian enemies including the unbelievable Martian Fighting Machine.
- Build Construction plants by collecting various materials throughout the environments.

Jeff Wayne's Musical Version of **The War of The Worlds** was released on June 9th

1978, and remained on the UK album charts for over six years, achieving multi-platinum status with world-wide sales of over 6 million double albums. 1979 saw the album win the “Best Recording In Science Fiction, Horror and Fantasy” in the United States, and in 1980, Wayne won two Ivor Novello Awards for the “Best Instrumental and/or Popular Work.” The album’s singles, “The Eve Of The War” and “Forever Autumn” have been recorded by many artists and used as the theme for countless television and radio shows throughout the world.

20 years on GT Interactive’s **Jeff Wayne’s The War of The Worlds** will be available on **PlayStation**.

For a different vision of the future or more information on **Jeff Wayne’s The War Of The Worlds** please do not hesitate to call **Mat Broughton or Lee Kirton** on 0171 565 7300.