

Amplitude

FACT SHEET

Publisher:	Sony Computer Entertainment America Inc.
Developer:	Harmonix Music Systems
Genre:	Music/Rhythm Action
Players:	1-4 players (Single-console and online)
Platform:	PlayStation®2 Computer Entertainment System
Peripherals:	DUALSHOCK™2 analog controller, standard digital controller, Memory Card (8MB) (for PlayStation 2) and Network Adaptor (Ethernet/Modem) (for PlayStation 2)
Launch Date:	March 25, 2003
Target Age:	16-26 years old, Males
Rating:	“T” for Teen

OVERVIEW

Amplitude allows players to take part in the music and gaming revolution by keeping beat with top named recording artists and gamers around the world in an all-new auditory and visual gaming experience. Building on the critically acclaimed PlayStation®2 title *Frequency*, *Amplitude* presents a redesigned interface allowing gamers and music lovers alike the chance to mix and remix songs from a new line-up of bands encompassing many genres including Alternative Rock, Hip-Hop, Heavy Metal and more.

Amplitude features songs and video content from David Bowie, blink 182, P!nk, Weezer, P.O.D., Garbage, Quarashi, Run DMC, Herbie Hancock, as well as other major recording artists. Surrounded by interactive environments customized to each artist, players will be able to recreate their favorite songs from the ground up by triggering instruments such as drums, bass, vocals and guitars. If played successfully within the four skill levels, players will have the opportunity to then jam along in freestyle mode and create custom remixes of the songs. Focusing on not only the thrill of creating and mixing music, *Amplitude* also provides a fast-paced competitive dynamic environment encouraging players of all skill levels to challenge each other both locally and on-line.

As the first online music franchise for PlayStation 2 via the Network Adaptor (Ethernet/Modem) (for PlayStation 2) *Amplitude* allows players to compete and collaborate with others in multi-player, remix and duel mode. Utilizing full chat capabilities and other unique online features such as a ladder-ranking system, remix uploads and friend and song search. If a player creates a remix in the online mode, they have the opportunity for it to be selected as a top remix posted in the online lobby for other players to listen to, enjoy and play. During online gameplay, *Amplitude* supports both broadband and analog users.

OVERVIEW(Continued)

There are more than 25 diverse songs and video content in *Amplitude*. Starting with one instrument, such as drums, players must hit the appropriate buttons at the right time in order to match the rhythm of the song. Once this instrument is successfully mixed, players can move on to another instrument, such as guitar and continue through all the instruments, performing all instrumental tracks and re-creating the song.

KEY FEATURES

- *Amplitude* allows players to play music from many different music genres, including Alternative Rock, Hip-Hop, Heavy Metal, Electronica and more.
- There are more than 25 diverse songs and video content in *Amplitude*.
- Players can sample music from top-tier recording music artists such as David Bowie, Weezer, Garbage, Run DMC, P!nk, blink 182, Quarashi and more.
- Players can participate in five new arenas filled with unique visual environments.
- Each song will have its own path through the arena, providing a completely different experience with every song, including music videos and streaming mpegs from the bands.
- Players can customize their identity or “FreQ”, an all-new 3D representation of their player that jams with them during gameplay.
- Six different game modes, including online play, and multi-player for one to four players. Modes include:
 - Solo (Single-player) – Mix / Remix
 - Multi (Multi-Player for 1-4 players) – Mix / Remix
 - Net (Online gameplay) – Play online in either mix / remix or duel mode
- Online mode includes multi-player, duel and remix mode with a ladder-ranking system and remix repository.
- Four difficulty modes for all types of gamers including mellow(easy), normal(medium), brutal(hard) and insane(difficult).

MARKETING SUPPORT

Sony Computer Entertainment America will support *Amplitude* with an aggressive national print, online and viral advertising campaign, full promotional support, event marketing and cross-promotions, strong direct marketing support, dedicated point-of-purchase displays and merchandising support, broad-based public relations support, immersive and interactive Web site and featured coverage in the PlayStation Underground CD Magazine.

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