

# FINAL FANTASY® VIII

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**London, September 1999** -- Sony Computer Entertainment Europe prepares to launch the most anticipated videogame of 1999, propelled by its record-breaking success in Japan, Final Fantasy® VIII is being released to a European audience later this year.

Hailed by critics on both sides of the Pacific as setting an entirely new standard of excellence, Final Fantasy® VIII promises to be the most sought after videogame title of the year. In Japan, the game created mass hysteria when it hit the market in February 1999 selling more than two million copies in the first three and nearly four million units to date.

“As one of the most popular videogame franchises in history, created by premiere game developer Squaresoft, Final Fantasy® VIII is a groundbreaking game that will redefine videogames altogether,” said Chris Deering, President of Sony Computer Entertainment Europe. “Among the console systems currently available, only PlayStation with its CD-based technology can deliver this unique experience to both hard-core and new gamers alike.”

Final Fantasy® VIII offers a multitude of revolutionary features aimed at creating more than a videogame, rather an epic adventure on par with a big screen experience. The game weaves together a complex and engrossing storyline with mesmerising visuals. Cutting-edge technology maximises the use of 3D graphics for gameplay, animation, vivid battle scenes, aerial views and hundreds of computer-generated images.

FINAL FANTASY® VIII combines a compelling story mix of action and adventure with an added touch of romance. Squall is a member of an elite combat team that engages in a power struggle with another faction; both are battling to take control. The key question for Squall and his team is who to trust? Adding to this completely new FINAL FANTASY story line are intriguing characters such as the free spirited young woman, Rinoa Heartilly, the sorceress Edea, Quistis Trepe the instructor, and Squall’s competitive friend, Seifer.

With well in excess of 100 hours of gameplay across four PlayStation CD’s, Final Fantasy® VIII is a truly immersive experience that will allow players the opportunity to visit a variety of unique worlds, where no two screens will ever look the same. Additionally, the game features a full-length soundtrack that serves to stir players’ emotions while simultaneously enhancing their videogame experience.

Final Fantasy® VIII also features a comprehensive tutorial system to quickly educate the new user on the fundamental gameplay elements of both the battle and adventuring action.

Final Fantasy® VIII promises to enthrall European users in the same way that it has conquered the hearts of millions of Japanese games players since the inception of the series in 1987.

Visit our website:

[www.playstation-europe.com/FF8](http://www.playstation-europe.com/FF8)

<b>Developer:</b> SquareSoft ® <b>Genre:</b> RPG <b>No. of Players:</b> 1 <b>Peripherals:</b> Analog Controller (DUAL SHOCK), Memory Card
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### **Square Co., Ltd.**

Square Co., Ltd. is the leading third-party developer and publisher of home video game console software in Japan with annual sales of more than US \$345 million and 1,200 employees worldwide. Square Co., Ltd. became famous for its role playing games, including its world-renowned Final Fantasy series, which has sold more than 22 million units to date, and now publishes other titles under the Square Soft brand spanning all genres. Square Co., Ltd. is based in Tokyo, Japan, and maintains a branch office in Osaka.

### **Sony Computer Entertainment Europe (SCEE)**

SCEE is responsible for the distribution and software development for the PlayStation™, the world's number one selling (CD-based) video game system and has offices around Europe, the Middle East, Australia and New Zealand promoting the PlayStation™ and its software to a total of 70 territories.

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