

DISNEY'S EXPERIMENT 626: STITCH ON THE LOOSE

PlayStation 2

Overview

Experiment 626: Stitch on the Loose places the player into the story of Disney's major upcoming Summer 2001 feature Film release. The title is a prequel to the events of the film, filling in the blanks of Stitch's origins and motivations. As a genetic experiment gone wrong, the player controls Stitch, a six-armed alien with a need for causing destruction and a penchant for wreaking havoc.

Key Selling Points

- The game takes place before the film begins, and gives players a view of the massive space universe only hinted at in the feature film
- Cinemas and gameplay featuring the return of Jumba, Gantu, and the Grand Councilwoman
- Use all of Stitch's powers to the fullest! Climb almost anywhere, dash with amazing speed, roll into a ball and bowl enemies over, and so much more
- 20 levels including the Gas Giant, Alien Jungle, Jumba's Lab, and the Military complex.
- Vast colorful alien environments that take full advantage of the power of the Playstation 2
- Destruction on a grand scale. Almost everything in the world can be blown up or otherwise damaged

Characters

The player plays as Experiment 626, known in the movie as Stitch. As a space alien genetic experiment, Experiment 626 has many powers beyond anyone in the universe, including super-strength, climbing, high-speed bursts, the ability to transform his body and, of course, his sure-fire accuracy with his four ray guns.

Gameplay

The game is 3rd person free-roaming action/adventure in a 3D environment, loaded with combat and object interaction. The player's primary goal in each level is to collect DNA and destroy key structures, but to do this, he must solve various puzzles that block his way, as well as defeat many different enemies in battle. 626 has a wide variety of different abilities that are taught to him gradually throughout the game. Most important of these is his ability to climb on multiple surfaces, allowing him to get into otherwise inaccessible areas. He also uses his strength to great effect; this allows him to lift and throw varied objects for combat benefits or to solve puzzles.

Story

Experiment 626 is the creation of Jumba, an evil genius who wants to create the perfect combat machine. The game focuses on the relationship between 626 and Jumba, starting off in their Creator and Child roles where 626 dutifully obeys Jumba's commands. The story gradually works to 626's rejection of Jumba's control. Along the way, 626 acquires various other enemies, such as rival scientist Dr. Habbitrале and military commander Captain Gantu, and also must deal with rival experiment 621. The game ends with a grand confrontation between 626, Jumba and Gantu, ending slightly before the point where the movie begins.

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Developer: High Voltage	Licensor: Disney Interactive	Publisher: SCEE	
Genre: 3D Action / Adventure	Platform: PlayStation 2	Release: Summer 2002	Players: 1