

Monsters, Inc.

“We scare because we care”

E3 2001 - Sony Computer Entertainment Europe is delighted to announce the forthcoming release of Disney/Pixar's Monsters, Inc. Developed by Disney Interactive and based on the new movie of the same name, Monsters, Inc. will have a staggered launch to coincide with the movie release across Europe.

The movie itself is produced by Pixar, the company behind the smash-hit Toy Story series, and features all their trademark touches: gob-smacking computer-generated animation; thrills and adventure by the bucket-load and above all, plenty of knowing humour from a snappy script.

It's based on the escapades of a couple of unlikely heroes, who just happen to be monsters - the kind that leap out of kids' closets at night and scare them. Sulley is a large, fur-covered creature (voiced by John Goodman); his assistant and friend is Mike, a slightly less-intimidating eyeball on legs (played by Billy Crystal). Together, they work for Monsters, Inc., a scream-processing factory that uses the energy produced by kids' screams to power everything from cars to televisions in the monster world, Monstropolis.

Children are banned from Monstropolis due to their highly toxic nature, to the extent that the Child Detection Agency exists solely to ensure that any kids finding their way in are immediately eradicated. Unfortunately, thanks to an error on Sulley's part one little girl, Boo, does find her way in. Equally unfortunately, Sulley and Mike find that, actually, they quite like her... Can they hide her from the authorities long enough to get her home safely?

The game provides a completely immersive experience, plunging you into the world of Monstropolis but expanding on it, introducing you to areas that aren't even in the movie. You control Sulley and Mike, taking charge of their attempts help Boo escape from Monstropolis undetected.

The action takes place in a range of completely free-roaming, three-dimensional environments set in diverse locations with different topography. There are a wide variety of tasks for you to complete, from heart-pounding stealth missions to fast and furious time challenges. And, despite Sulley's reputation for heavy handedness, it's a game where subtlety, avoidance and stealth could occasionally serve you better than a more direct approach.

Coming from Disney and Pixar, the animation is of unprecedented quality, taking full advantage of the fantastic graphical abilities of the hardware, with never-before-seen

touches - including real "fur" on Sulley; a feature that, until now, was thought to be technically impossible. Importantly for the fans of the movie, much of the humour - and grossness - also finds its way in.

With John Goodman and Billy Crystal in the lead roles and other stars, including Jennifer Tilly, Steve Buscemi and James Coburn lending their voices, Monsters, Inc. is going to be a huge movie - and an equally big gaming event.

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Developer: Disney Interactive/Kodiak

Genre: Action adventure **No. of Players:** 1 **Platform:** PlayStation 2

Peripherals: Dual Shock 2 Analogue Controller, Memory card

Release Date: Staggered