

# BLOODLINES

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**London, January 1999,** Sony Computer Entertainment Europe announces the January '99 release of *Tribal*, a multi-player action title, developed by Radical Entertainment.

*Tribal* is an addictive game of full-contact pursuit in stylized 3D arenas. It combines all the strategy of a great game of chase, with the head-to-head combat and characters of *Mortal Kombat* or *Tekken*. The attitude is counter-culture, street-smart and trash talking. Simple, intuitive gameplay and the addictive nature makes the game easy to pick up and hard to put down. This game is a sprint that turns into a marathon.

Set in the distant future, where the government has banned distinct cultures in favour of uniformity and homogenization, *Tribal* features a group of punks and outcasts on the fringes of this global society who have refused to give up their perceived roots. Clinging to a fractured collection of interwoven cultures and distorted history to create their unique identity and style, they have renewed an ancestral combat and unearthed the abandoned arenas that come with it. Like the surfers of 'Endless Summer', this band of fighters travels to distant places, battling amongst themselves to crown their champion of champions.

Players can choose from one of the eleven characters, each with their own amazing fighting-style animations including Power Moves, Power Move Combos, tackles and Super Tackles. The battle to become 'Champion of Champions' takes place in 33 fully 3D arenas with 11 unique art styles and over 100 mind-blowing special effects.

In the single player mode, there are two characters in the arena at all times, one controlled by Artificial Intelligence. Throughout the arena are a number of markers, the first player to reach marker changes it to their color and is now in control. In order for the other player to be able to change the markers to their color, they must pursue and tackle the player who is in control. The first player to turn a designated number of markers to their color wins the match.

*Tribal* has three different difficulty levels (Bronze Medal, Silver Medal, Gold Medal) with their own set of unique arenas with increasingly difficult layouts and characters that become progressively more challenging, moving and evading faster and use their power moves, throws and shooting more creatively.

Six different play modes including Arcade mode, Tournament mode, Vs mode and four-player mode ensure that gameplay is varied and exciting. 'Panic Mode' allows players to run faster and generate quicker and stronger Power-Ups and PowerMoves at given

moment. Instant replay action allows players to watch their big hits over and over again!

The real fun begins as the player learns to use each character's skills, evasion tactics, PowerMoves, PowerMove Combo, Tackles and SuperTackle Combos. Adding yet another level of challenge to the game, the player must interact with the various obstacles such as moving platforms, water, sinking blocks, steam jets and teleporters.

In the simplest of words, Tribal is about, running, evading, chasing, tackling, smart thinking and good timing!

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<b>Developer:</b> Radical Entertainment <b>Genre:</b> Action/Pursuit <b>No of Players:</b> 1-4 <b>Peripherals:</b> Multi Tap, Analog Controller (DUAL SHOCK), Memory Card
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