



GHOSTHUNTER

14 May, 2003 – Sony Computer Entertainment Europe today announced the Winter 2003 release of Ghosthunter, an atmospheric action-adventure game developed for PlayStation 2 by SCEE Studio Cambridge, the Bafta Award winning developer behind Primal, C-12: Final Resistance and the MediEvil series.

Inspired by the cinematic styling of classic horror films, Ghosthunter combines high production values with solid gameplay, drawing players into a macabre, supernatural universe packed with stealth, exploration and all-out action.

Ghosthunter follows the adventures of Lazarus Jones, a Detroit cop turned supernatural demon hunter. During a routine patrol through a derelict High School, once the site of a brutal but unexplained massacre, Lazarus and his partner, Anna Steele, stumble across the ghost research laboratory of Professor Peter Richmond. Inadvertently, they release a host of deadly spirits and supernatural monsters who begin to wreak havoc around the world. One of the ghosts abducts Steele and another fuses with Lazarus gifting him with second sight, allowing him to see into the realm of the dead.

It is here that his true journey begins. Lazarus travels the haunted world hunting and capturing ghosts whilst searching for Steele, Richmond and the creature behind the original High School murders.

“With Ghosthunter, SCEE Studio Cambridge have created a dark, atmospheric fantasy that will appeal to both gamers and horror fans,” said Chris Deering, president, SCEE. “The game utilises PlayStation 2’s technical capabilities to combine film-quality graphics and sound with well developed characters and a compelling storyline, delivering a rich, cinematic experience that fully captures the essence of the action-horror genre”.

For more information on SCEE titles, please visit our website
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Publisher: SCEE **Developer:** SCEE Studio Cambridge **Genre:** 3D Action-Adventure **Players:** 1 player
Peripherals: Analog Controller (DUALSHOCK®2), Memory Card (8MB) (for PlayStation®2) **Release Date:** Winter 2003

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Sony Computer Entertainment Europe Ltd.

Sony Computer Entertainment Europe, based in London, is responsible for the distribution, marketing and sales of PlayStation, PS one and PlayStation 2 hardware and software in 102 territories across Europe, the Middle East, Africa and Oceania. At the end of January 2003, over 38 million PlayStation units had been shipped across these PAL territories and over 95 million worldwide. Between its European debut on 24 November 2000 and 15 January 2003, over 16 million PlayStation2 units have been shipped across the PAL territories, over 50 million world-wide, making it one of the most successful computer entertainment products in history.

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