

Rez

September 2001: Sony Computer Entertainment Europe is proud to announce the Autumn release of the groundbreaking shoot-em up title REZ formally known as K-Project. Developed by Sega's United Game Artists (UGA) development team, REZ is one of the first SEGA titles to be published by SCEE. This is the first title embodying the PS2 emotion engine using SEGA technology.

Rez is an endorphin machine that releases the essence of trance through futuristic sound and visuals. Players shoot digital enemies to release the enemies frequency. These "essence sounds" are multiplied upon themselves to create rhythm, and the rhythm then changes the graphics of the game itself. All of this amplifies the players' groove into creating original music.

By engaging in combat in Rez's visually arresting environments, players will feel the ecstasy of intertwined colour, form, movement and sound. The more one plays, the more the illusion surrounds and envelopes the senses, as one learns to control the music and the very shape of these worlds.

Mizuguchi-san, head of UGA sums up the teams thoughts behind Rez "Rez is just different, it's more than a game, it's creating a sense of trance beyond that provided at clubs and parties".

Set over six levels, each featuring new exclusive tracks by some of the worlds most progressive music artists, you are armed with only a laser, your mission is to track down and wake the central AI "Eden" by breaking through the firewall of a super virtual network. You are however not invincible in this 'virtual world' and must collect items along the way which are downloaded into memory, allowing you to evolve from a humanoid form up until pure energy.

Rez is truly one of the most genre breaking games ever seen, completely submersed in synaesthesia and truly the first playable work of art available on the Playstation2.

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Release date:	Christmas 2001
Developer:	Sega / United Game Artists
Publisher:	Sony Computer Entertainment Europe / Sega
Platform:	PlayStation®2
Peripherals:	TBC
Nb Players:	TBC