



“Sneakers”

Fact Sheet Spring 2002

What: “Sneakers™ ”

Publisher: Microsoft® Game Studios

Developer: Media Vision Corp.

Format: DVD for the Xbox™ video game system

Price: €69.99/£44.99

Availability: Christmas 2002

Product

Overview: “Sneakers” is a fun, comical adventure filled with cartoon combat. Players take on the role of a mouse named Apollo who must lead his friends through a human-sized town to battle the enemy. Players engage in comical battles while directing the actions of their troops. Being mouse-sized offers unique advantages and obstacles. A rolling apple could be as dangerous as a tumbling boulder, whereas a small hole in a wall serves as an ideal shortcut. Players have to be cunning and quick to find and defeat the enemy.

Features:

- **Cartoon combat.** “Sneakers” offers a fun, comical battle mode where players throw wind-up punches and flying kicks and simultaneously direct the actions of their troops.
- **Mouse-eye view.** “Sneakers” is the only game in which the adventure takes place from the unique perspective of a mouse.



- **Leading friends to victory.** In “Sneakers,” gamers lead a squad of mice, commanding their actions both on and off the battlefield.
- **Fur shading.** Thanks to fur-shading technology available only for Xbox, “Sneakers” mice are covered in fur so realistic gamers will want to pet them.

Developer

Information: “Sneakers” is being developed by Media Vision, which was established by Takashi Fukushima in 1993. Before working on Xbox, the company developed several games for the PlayStation console, including “Wild Arms” and “Crime Crackers.”

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