



## DEATH BY DEGREES™ Key Features

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Assume the role of the ultimate assassin, Nina Williams from the best-selling Namco franchise Tekken™ (Combined PAL Tekken PlayStation®2 sales exceed 3 million units).

Continuing the illustrious link:

- Members of the DEATH BY DEGREES™ development team have also worked on the Tekken series.
- Nina is able to use a number of her signature Tekken moves, including Evil Mist and submission moves.
- There are guest appearances by other Tekken characters including Anna Williams and Heihachi.

**Experience the 360 degree combat system** with hundreds of possible attacks in all directions using both analog sticks. Master acrobatic moves and fight with melee weapons and firearms.

**Innovative 'Critical Hit' targeting system** – use the on-screen 'X-ray vision' mode to target and destroy enemies' bones and internal organs.

**Employ stealth and espionage** in your role as undercover operative, lay enemies out cold with sleeper holds and use a fingerprint scanner to obtain fingerprints from victims and gain access to secure areas.

**Huge game map** with over 140 rooms to explore and over 20 hours of gameplay to enjoy.

**Multiple game modes** in addition to the main Story Mode extends the longevity of DEATH BY DEGREES – Challenge Mode, Anna Mode, Sniper Mode, Hover-camera Mode and Puzzle Mode.

**Cinematic adventure** - during the hour of real-time, pre-rendered movies, the detailed story unfolds. The in-game movies were created by Shirogumi Inc., responsible for CG in games such as Onimusha 2™ and Resident Evil Zero™.

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[www.playstation.com](http://www.playstation.com)

<p><b>Developer:</b> Namco <b>Genre:</b> Action Adventure <b>No. of Players:</b> 1 Player (Single-console) <b>Platform:</b> PlayStation®2 <b>Accessories:</b> Analog Controller (DUALSHOCK®2), Memory Card (8MB) (for PlayStation®2), <b>Release Date:</b> Quarter One 2005</p>
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#### **About Sony Computer Entertainment Europe**

Sony Computer Entertainment Europe, based in London, is responsible for the distribution, marketing and sales of PS one and PlayStation 2 hardware and software in 102 territories across Europe, the Middle East, Africa and Oceania. By the end of December 2003, over 39 million PlayStation and PS one units had been shipped across these PAL territories and over 99 million worldwide. Between its European debut on 24 November 2000 and 13 January 2004, over 24.5 million PlayStation 2 units have been shipped across the PAL territories, over 70 million world-wide, making it one of the most successful computer entertainment products in history.

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