



## **SHADOW OF THE COLOSSUS™**

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London, March 2005 – Sony Computer Entertainment Europe is pleased to announce the Q1 2006 release of Shadow of the Colossus™, an epic new action adventure from the creators of ICO™ available exclusively on PlayStation®2. Developed by Sony Computer Entertainment Japan (SCEJ), Shadow of the Colossus is an atmospheric, brooding tale set in mysterious lands.

As a lone horseback traveller, your destiny is entwined with that of a lifeless young girl who lies on an altar within a vast temple. The girl is helpless, her soul has been lost and there is only one way to retrieve it...

Following a voice from the heavens, you embark on a dark and dangerous quest to seek out and slay the enormous wandering monsters that roam this strange world. Only you can defeat these formidable Colossi, and in doing so, only you can bring life to the girl who lies waiting on the altar.

Each beast is immense in size and strength, the team's new and unique motion control system giving an incredible depth of motion density. The 'Organic Collision Deformation' system enables the player to grasp and climb the Colossi with precision, stealth is also essential in navigating these ever changing, moving and dangerous terrains. You must climb these terrifying beasts and strike the deathblow that will bring them crashing to the ground. However, slaying such fearsome opponents is no easy task – before these enemies can be toppled, you must first discover how to defeat them. And the challenge does not end there; after you have slain one monster you must begin the demanding task of finding the next...

The monsters in Shadow of the Colossus present the game player with one epic terrain but another is the world they inhabit. With only your trusty horse, Agro, for company, you must explore lonely plains, mountains, lush countrysides, sinister

lakes, great caves and ancient ruins. Each Colossi is unique, organically reflecting the environment in which they reside. Each one you track down takes you one step closer to discovering your destiny and the fate of the girl who remains motionless and oblivious throughout.

An intense journey of exploration, puzzle solving and eerie battle, Shadow of the Colossus also includes the distinct, highly-acclaimed graphic style that came to prominence in ICO, making this an absorbing voyage of discovery with some of the most picturesque landscapes and formidable enemies ever to be seen on PlayStation 2.

ICO was one of the most critically acclaimed PlayStation 2 titles, renowned for its thoughtful and involving gameplay experience, hailed by many as one of the best games ever created. Oozing atmosphere and depth, Shadow of the Colossus is set to challenge perceptions and push the borders of action adventure gaming even further. Beautiful, unusual and absorbing, Shadow of the Colossus sets subtlety within a cinematic scope and creates a new standard in mythical action adventures.

<p><b>Developer:</b> SCEJ <b>Genre:</b> Mythical Action Adventure <b>No. of Players:</b> 1 <b>Platform:</b> PlayStation®2 <b>Peripherals:</b> Analog Controller (DUALSHOCK®2), Memory Card (8MB) (for PlayStation®2)</p>
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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 PS one™ and PlayStation 2 software and hardware in 102 territories across Europe, the Middle East, Africa and Oceania. At the end of December 2004, over 39 million PlayStation® units had been shipped across these PAL territories, over 100 million worldwide. Between its European debut on 24 November 2000 and the end of December 2004, over 29 million PlayStation 2 units have been shipped across the PAL territories, over 81 million world-wide, making it one of the most successful consumer electronic products in history.

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