



Rise to Honour™ Game Overview

OVERVIEW

Rise to Honour™ features an explosive mix of weapon-based and hand-to-hand combat, heavily influenced by the cinematic stylings of the Hong Kong action movie genre. The game is being developed in close collaboration with martial arts megastar Jet Li (*Fist of Legend*, *Lethal Weapon 4*, *Romeo Must Die*) and renowned fight choreographer Cory Yuen.

Li and Yuen spent two months working in SCEA'S San Diego motion capture studio, developing and capturing over a thousand moves specially for use in the game. The end result is super-smooth animations that feature all the power, speed and grace of Li's unique fighting style.

"The motion capture system allows for extremely realistic movements," says Li. "In addition, we were able to use a lot of actions in the game that we can't normally put on film."

The combat system is essentially combo-based, allowing players to link up to five moves at a time and switch instantly between front, rear and side hits, taking on a multitude of enemies at once. This 360° attack system is enhanced by the use of special 'adrenaline attacks' that unleash a flurry of kicks and punches against

opponents. The unique slow motion 'gun dive' effect also lets players simultaneously dodge bullets and fire at enemies.

The game is designed to look and feel like a martial arts blockbuster, with an intriguing plot that Li himself helped to develop. Li's voice as well as his likeness will also feature in the game. All this combines to create an involving, original entertainment experience that crosses the divide between games and movies.

STORYLINE

Rise to Honor tells the story of Kit Yun (Jet Li), trusted bodyguard of Boss Chiang, the leader of one of Hong Kong's notorious crime gangs. As Chiang is assassinated, he whispers his dying wish to Kit, imploring him to deliver an important message to his estranged daughter in San Francisco. By fulfilling Chiang's wish, Yun becomes entangled in a web of alliances and hidden agendas that will push his senses of duty and honour to the limit.

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Developer: SCEA Genre: Action Adventure No. of Players: 1 Platform: PlayStation®2 Peripherals: Analog Controller (DUALSHOCK®2), Memory Card (8MB) (for PlayStation®2) Release Date: Q1 2004

Sony Computer Entertainment Europe Ltd.

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its European debut on 24 November 2000 and 15 January 2003, over 16 million PlayStation 2 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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