

## ***RISE TO HONOUR™: GAME PREVIEW***

**At the tender age of 11, you swept the board at China's national Wushu championships. You went on to become a leading light in Hong Kong cinema before making a surprisingly successful transition to Hollywood. Now you are an international martial arts megastar, famous across the globe for the unique style, power, speed and grace of your fighting. So what do you do next?**

The answer's obvious. "Hello, can I speak to the head of the world's leading videogames company? Ah, Mr Sony, so glad I've caught you. Here's the thing. I'm an international martial arts megastar, famous across the globe for the unique style, power, speed and grace of my fighting. Fancy putting me in a game?"

Ok, so of course he didn't put it quite like that, but this much is true: having approached Sony with the initial idea, Jet Li is about to make his debut on PlayStation®2.

*Rise to Honour* is a fast-paced action adventure game in the tradition of the Hong Kong action movie genre. Featuring an explosive mix of hand-to-hand and weapon-based combat, it gives gamers the chance to star in their very own martial arts blockbuster, and marks an important step towards bridging the gap between games and films.

Players take on the role of Kit Yun (Jet Li), the trusted bodyguard of a notorious Hong Kong crime boss. Li spent two months in Sony's San Diego motion capture studio with Hollywood fight director Cory Yuen, famous for his work on many of the star's blockbusters including *The One* and *Kiss of the Dragon*. Together they captured over 1,000 specially choreographed moves for the game.

As a result, *Rise to Honour* lets players perform all of Li's signature moves and, with the addition of the special slow motion 'gun dive' effect, pull off some absolutely spectacular manoeuvres.

The attack system is essentially combo-based. By linking up to five moves at a time, it's possible to take on a multitude of enemies from all sides, switching instantly between front, rear and side hits with a 360° attack range. Launching a special adrenaline manoeuvre will unleash a flurry of kicks and punches upon any hapless opponents who are unfortunate enough to be nearby. Players can also use impressive blocks, counter-moves and throws to defend themselves.

But one of the most unique aspects of the game's combat system is the potential to interact with the environment. As Li, the player can pick up and throw chairs, smash opponents into tables, even slide them down bars or drown them in the kitchen sink. It's an extremely original feature which adds a new dimension to the gameplay.

Some missions see Li packing powerful semi-automatic weapons so he can take out opponents too far away to kick into touch. The 'bullet time' manoeuvre comes into amazing effect here, enabling Li to jump high into the air in slow motion, simultaneously dodging and firing bullets with a full 360° range of movement.

“This game gives the player full freedom to perform the types of outrageous stunts that Jet Li does routinely in his movies,” says SCEA producer Jim Wallace. “With the help of Jet Li, now anyone can experience the thrills of a Hong Kong action movie firsthand.”

And what a thrill *Rise to Honour* is going to be – after all, it’s got martial arts, it’s got guns, and it’s got Jet Li. Cheers for making that call, Jet.