

Playstation Calling All Little Monsters!

Disney/Pixar release 3D kids action/adventure video game on PS1

Based on the blockbuster Disney/Pixar movie 'Monsters, Inc.' Disney interactive bring you 'Monsters, Inc. Scare Island', a fun-packed 3D children's action/adventure video game developed for PS1. Set to explode into the kids entertainment space with a bang 'Monsters, Inc. Scare Island' offers hours of fun and adventure to keep your 'little monsters' entertained; and is packed with exciting game-play, colourful graphics and funny character animations – the ultimate kids' party accessory!

Monsters Inc's 3 day opening weekend broke US box office expectations exceeding \$63.5 million – the biggest 3 day opening for an animated title and 10.6% up on cult classic Toy Story. The release of the game is timed to coincide with cinema openings across Europe in Spring 2002. Monsters Inc. Scare Island gives kids a personal Disney take-home in which they take part in the plot.

The Game

Kids get the chance to play (and switch easily between) one of two colourful monsters - the laid back gentle-giant Sulley or the feisty, quick-witted one-eyed ball of a monster, Mike. They can master powerful scare techniques on the exciting Scare training scheme; learn the Tailspin Slap Attack, the Monster Fur Flop Aerial Pounce, the Bouncing Eyeball Aerial Pounce and the Double Hover Jump! There are eighteen scare tactics with unique and exciting animations to spark your child's imagination. They can journey through deserts, mountains and jungles, scare the colour out of a Nerve, and compete with friends for the best scare tactic, Time trial and Monsters Pursuit mini game.

The action takes place on 'Scare Island', which incorporates three main training grounds – Urban, Desert and Arctic – with each housing new scare targets appropriate to their setting. As real children are so dangerous to the Monster world, Scare Island's scare targets come in the form of 'Nerves': robotic children, dogs and other scare targets upon which to practice top scares! When a Nerve is successfully terrorised, a scream canister is filled with a scream. Once your kids have passed the test of each different environment, exercise and challenge, they can gather collectibles and power-ups in the form of junk food Primordial Ooze and Bags-O-Calories, speed boost arrows, flingshots and trampolines.

Throughout the lands, more powerful scare tactics can be learned. A laughter tactic will be found at the end of the game as a bonus in which all creatures can be easily tapped for maximum energy. A player is rewarded with Certificates or Diplomas when scaring a certain amount of Nerves until they reach Graduation where they become actual employees of Monsters, Inc.!

Both Sulley and Mike are helped along the way by a team of hilarious characters - professional 'Scare Trainers' as featured in the Disney/Pixar movie. Amongst others meet speed trainer, Randall (who must be beaten in special challenges to unlock some of the game's levels), orientation trainer, Roz and Mr. Waternoose, the big boss at Monsters, Inc. and acting Dean of Scare Island.

As Mike and Sulley progress through their training, they are rewarded with 'Certificates of Terror'. Then, when the two monsters have finally graduated (and are accepted as fully-fledged employees of Monsters, Inc., you get to explore the whole island once again - but this time as a 'Top Scarer'.

Features

- Choice of two main characters – Sulley and Mike – each with their own special moves and abilities.
- Appearances by many of the movie's major characters, including Randall Boggs, Henry J. Waternoose, Roz and Flint.
- Choice of three training fields – Urban, Desert and Arctic – each with four regions.
- Special 'monster enhancements' – including monster trampolines, speed boost arrows and flingshots - available to players who earn four bronze medals in each region.
- Nine minutes of bonus movie clips.

Background

Release Date: Please contact your Sony representative	Audience: Children aged 6 - 10
Platform: PS one	Category: Action/adventure

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About Sony Computer Entertainment Europe

Recognized as the undisputed industry leader, Sony Computer Entertainment Europe markets the PS one game console and PlayStation 2 computer entertainment system and develops, publishes, markets and distributes PlayStation, PS one and PlayStation®2 software and hardware in 96 territories across Europe, the Middle East, Africa and Oceania software for the PS one game console and the PlayStation 2 computer entertainment system in 33 territories. Through the end of August 2001, nearly 35 million PlayStation units have been shipped across these PAL territories, over 87 million worldwide. Between its Japanese debut, on March 4th 2000 and at the end of August 2001, over 17 million PlayStation®2 units have been shipped worldwide, making it one of the most successful consumer electronic product launches in history.

PlayStation2 Cumulative Shipment by Territory (as of October 9, 2001)

- Japan (Sony Computer Entertainment Inc.)
6.86 million units (release date: March 4, 2000)
- North America (Sony Computer Entertainment America Inc.)
8.55 million units (release date: October 26, 2000)
- Europe/PAL (Sony Computer Entertainment Europe Limited)
4.63 million units (release date: November 24, 2000)

Worldwide Shipment: 20.04 million units

More information about PlayStation products in Europe can be found at <http://www.scee.com> and www.playstation.com

About Disney Interactive

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