



 **Tom Clancy's**  
**GHOST RECON**  
**2**



PlayStation®2

Ship Date:  
Q2 2004


September 2004




**UBISOFT™**


# WHY BUY

## SEQUEL TO THE 2001 GAME OF THE YEAR

 Building on greatness with enhanced graphics, physics, and gameplay.


## NEW LOOK AND FEEL

 Intuitive controls make tactics more lethal AND more accessible.

 New “Over the Shoulder” view thrusts the player into the war; first-person view still available.

## THE MILITARY SHOOTER FOR THE HOLIDAY

 Ghost Recon 2 is the big military shooter for Holiday 2004.

 The only game of this genre to offer a realistic view of high-tech future warfare.



- **Target Audience:** Males, Ages 13-34
- **Genre:** Action/Shooter
- **Platforms:** Xbox/PS2
- **Rating:** Pending (“T” expected)



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# THE GAME

## FULL IMMERSION IN A NEAR-FUTURE HIGH-TECH WAR

- **Advanced Weaponry** – Utilize cutting-edge weaponry that is still in the prototype phase of development with the U.S. Army.
- **High Adrenaline Combat** – Intense firefights, explosions, and mortar barrages plunge the player into the war of tomorrow.
- **Deadliest A.I.** – New “Platoon A.I.” system creates the smartest enemies yet. Acting as a real army platoon, they lay cover fire, outflank and outsmart you.



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# THE GAME

**“The BEST military shooter on Earth!” - OXM**

**New “Over the Shoulder” camera angle pulls you into the action:**

- See your character and his weapon as he reacts to gunfire, air strikes, and mortar barrages.
- See your character communicate with your teammates via hand signals to silently trap your foes.

**Next-generation game technology:**

- Normal mapping, per-pixel shading, and dynamic lighting yield beautiful environments and character design.
- Havok 2 physics provide ultra-realistic destructible objects and character movements.

**Multiplayer goodness:**

- Up to 16 players online with both cooperative and adversarial modes.
- 4-player split-screen available online through Xbox *Live* or offline.



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# THE GAME

## XBOX & PS2 VERSIONS DESIGNED SPECIFICALLY FOR THEIR RESPECTIVE CONSOLES

-  The Xbox version is developed by Red Storm Entertainment and is built off a proprietary graphics engine.
-  The PlayStation 2 version is developed by Ubisoft's Shanghai Studio (Splinter Cell: Pandora Tomorrow) and is built off the Unreal engine.
-  The PlayStation 2 version is set in 2007 and acts as a prequel to the Xbox version, which is set in 2014.
-  Both games feature unique level design, campaigns, and cinematic sequences.

Xbox



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