

MUPPET MONSTER ADVENTURE - Q&A

Q. So, what is the Muppet Monster Adventure about?

A. Basically, you take on the role of Kermit's nephew Robin. All of his Muppet friends including uncle Kermit and Miss Piggy have been transformed into monstrous versions of themselves by the evil Phantom. Your aim is to explore the eighteen levels of the game collecting the evil energy which has been spread by the phantom and is polluting the world, defeat your monstrous friends, and restore them back to their former selves. Finally, you have to take on the Phantom himself to win the day.

Q. How many people are working on the game?

A. There are fifteen people working on Muppet Monster Adventure. The team consists of six programmers, five artists, two animators and two designers.

Q. How long have you been working on the project?

A. We started development of Monster Muppet Adventure at the beginning of 1999 but it was at the very end of 98 that Psygnosis approached us with the licence. We had to carry out some tests, especially for the main characters and their animation, to convince ourselves that we could do justice to the Muppets on the Playstation.

Q. What does Muppet Monster Adventure have to offer over other platform games on the Playstation?

A. Hopefully, we have made a significant step towards creating a fun and believable world that the player can explore and interact within. To this aim, we have invested a large amount of the development time in creating levels that are both beautiful and immersive environments where the player can feel involved and entertained.

Q. What was the main objective you started with?

A. Our main objective was to bring the Muppets to the Playstation intact. We have invested a considerable amount of effort trying to perfect the characters that are within the game so that we do not lose any of their "Muppetness". We felt that any mistakes here would have seriously detracted from a game which has such instantly recognisable characters.

Q. Is creating a Muppet platform game different from a non-licensed platform game?

A. Yes, this is an impressive licence with characters which are instantly recognisable by a worldwide audience. So, as the developer we have the responsibility to maintain both the philosophy and quality of the Muppets while creating a fun gaming experience.

Q. What is going to be the best bit of the game?

A. Definitely, the best bit of the game will be the Monster Morphing abilities. These allow Robin to transform his body into different monstrous versions of himself, all of which have different special abilities. These transformations allow the player to climb, swim, glide, smash and push. Importantly, all these transformations take place realtime in the game with no obstructive cut scenes.

Q. What did the team do before "Muppet Monster Adventure"?

A. The majority of the team worked on Magenta's previous Playstation & PC game "Eliminator". We learnt a lot of invaluable lessons during the development of "Eliminator" which have made us a more cohesive and competent team.

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<p>Developer: Magenta Software Ltd/Henson Interactive Genre: Kids platform adventure No of Players: 1 Peripherals: Analog Controller (DUALSHOCK)</p>
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