



The Getaway

This Christmas, Sony Computer Entertainment Europe will unveil the most ambitious project in video game history for PlayStation® 2.

Setting new standards in entertainment, delivering a stunningly realistic experience that blurs the line between movies and games, *The Getaway*, certificate 18, is truly next generation.

Set in London, *The Getaway* integrates the dark, gritty atmosphere of British gangster films such as "Get Carter", "Mona Lisa" and "The Long Good Friday" with the dark comedy now associated with titles such as "Lock, Stock & Two Smoking Barrels" and "Snatch".

The player will delve into the murky depths of organised crime and the mind of an embittered police detective, seeing the story unfold through the eyes of two completely different characters with their own agenda's. Only once you have completed the game with both characters will you really understand the whole story.

The game initially puts you in the role of Mark Hammond, an ex-gangster and former member of the Soho-based Collins gang, who is now on the run for the suspected murder of his wife Susie.

Desperate not to be captured so he can free his kidnapped child, Mark struggles recklessly to maintain his sanity and freedom.

Having witnessed the events from Mark's perspective, the player is then given the opportunity to see the story from the other angle, playing as a determined member of the elite Flying Squad, Frank Carter. His ambition is to nail Charlie Jolson, head of the notorious Bethnal Green Mob, but some of his superiors however do not share his obsession...

The Getaway takes place in possibly the largest living environment ever seen in a video game, with over 50 square kilometers of the heart of London created in blistering photo-realistic detail, taken from 50,000 digital photographs. With over 60 licensed, deformable cars, the player will be able to drive across the capital, through all the major roads and side streets, from Hyde Park to the Tower of London.

Using professional actors, *The Getaway's* intricate plot has strong compelling cut-scenes; all captured using the latest Motion Capture technology. Individual actor's personalities, facial expressions and body language are faithfully captured and transformed in the game to give true cinematic performances.

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Sony Computer Entertainment Europe Ltd.

Sony Computer Entertainment Europe, based in London, is responsible for the distribution, marketing and sales of PlayStation®, PS one® and PlayStation 2 hardware and software in 102 territories across Europe, the Middle East, Africa and Oceania. At the end of September 2002, over 36 million PlayStation units had been shipped across these PAL territories and over 92 million worldwide. Between its European debut on 24 November 2000 and the end of September 2002, 12.64 million PlayStation®2 units have been shipped across the PAL territories, over 41 million world-wide, making it one of the most successful computer entertainment products in history.

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