## **ARMORED CORE**

**E3 - Atlanta, May 1998 -** Heavy metal action explodes onto the video game scene in June when Sony Computer Entertainment Europe release Armored Core, exclusive to PlayStation.

With one or two-player action, Armored Core provides the gamer with the ability to absolutely annihilate the opposition, be it computerized or a human opponent, and promises to deliver all the options gamers have ever desired in a 3D mechanized combat game.

Players take on the role of a mercenary able to buy and build customized battle suits called an Armored Core, or AC for short. Various parts of the armor – body design, engine, boosters, weapons and optional equipment - must be purchased with money earned from missions.

Once an AC has been assembled, the player chooses a mission – there are 48 different missions in all – and begins a merciless quest to complete the task, get paid and buy even more powerful weapons of destruction. Missions range from destroying corporate strongholds and radar installations to taking out gun emplacements or destroying enemy mercenary's. Once the mission has started, the player can battle and maneuver – running, sliding, even flying for limited periods of time through usage of the boosters – through internal and external 3D environments. The camera view can be set for either an external third-person perspective or a closer cockpit view of the action.

In the game, the player assumes the role of a member of the "Raven" mercenary forces, beginning the game as a new recruit, slowly working through the ranks of the mercenary force. Only a combination of piloting skill, shrewd purchases and ruthless cunning will allow the player to advance through the increasingly difficult missions.

**Developer:** From Software **Genre:** 3D Action Shooter **No. of Players:** 1 **Peripherals:** Controller, Memory Card

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