DEAD OR ALIVE

E3 - Atlanta, May 1998 -- Sony Computer Entertainment Europe announces the imminent release of the hard-hitting arcade fighting game Dead or Alive in June 98. Developed by Temco, a relatively new developer for PlayStation, Dead or Alive has been drastically enhanced to make full use of PlayStation hardware.

Dead or Alive is a revelation in 3D fighting games, featuring the fastest and most explosive action of any 3D fighter. The atmosphere of the game is gritty, tough and extremely intense. Each character must compete to gain control of the streets with thousands of possible move combinations to practice and master.

With seven different Modes of play including Tournament, VS, Survival and Team Battles where you form a team of fighters to tackle your enemy, and Secret Modes, Dead or Alive will keep you playing for hours. Dead or Alive is extremely easy to begin playing, due to the intuitive game control system and ultra responsive moves.

Along with the original 8 arcade characters, there are now 2 extra characters plus a tough boss character to contend with. Each character is animated with extreme attention to detail, with flowing hair and big breasts on the females, confident strides from the men and fantastic 'taunt' moves to anger your opponent. No other fighting game features so many 'human' touch animations that bring the characters to life.

The game features a gorgeous FMV introduction and features graphics that are simply stunning, running at high resolution and at a previously unseen 50 frames per second

Chris Deering – President, Sony Computer Entertainment said: "Temco have created a new 3D engine and crafted a well balanced, responsive and addictive fighting experience which is sure to delight both novices and dedicated gamers alike".

Developer: Temco **Genre**: Fighting **No. of Players:** 1 - 2 **Peripherals**: Controller, Memory Card

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