

FLUID *

E3 - Atlanta, May 1998 -- Sony Computer Entertainment Europe announced that it would be releasing Fluid (* known as Sub in France), a totally innovative music making tool developed by the studios of Sony Computer Entertainment Inc.

This game has already made a big impact in Japan. Last year the Organisation of Multimedia Affiliated Companies in Japan awarded Fluid the Grand Prix award for the best musical display - the novel attraction of this game obviously not going unnoticed. Followers of the Japanese and European club scene have also championed the game - organising live performances of the game by top DJ's and VJ's and installing "Fluid Chill-Out rooms" in some of the most fashionable clubs such as the "Fura" in Tokyo. "Fluid Groove Contests" have also been organised inviting players to enter their works created on Fluid.

In the words of Zentaro Watanabe, the game's creator, "Fluid is a game without a story or an ending, to be played endlessly without victory or defeat." In this creative, innovative gaming experience players are able to collect sound patterns in order to compose and remix music of varying genres, from Acid Jazz through to Drum and Bass, Ambient, Techno and House.

By manoeuvring a swimming dolphin, the player can navigate through the "Silent Space" a place of beauty and tranquillity. By selecting any of the 3D icons the player gains access to different banks of music samples. As the player passes through the "Cruise" stage, consisting of 12 different mysterious worlds, each with its own unique music samples, the player can create music in real time by pressing the buttons for different musical effects. In the "Groove Editor" stage a total of over 600 different sound patterns can be assembled on a virtual eight-track mixing desk.

Fluid is a graphically stunning game with beautiful pre-rendered images lending the game a highly atmospheric feel. In addition to the relaxing underwater scenery, players of Fluid can also create psychedelic effects using favourite colours and patterns, whilst building their music tracks, using the "Colour Cycle" Function. All music can be saved to a memory card and players can even record the light shows on a VCR.

Fluid is proof that Sony Computer Entertainment is once again pushing the boundaries of game development, highlighting the enormous versatility of the PlayStation CD format. By creating original and innovative video game experiences through titles such as Depth they are taking PlayStation into the next dimension - who knows what could be next!

Developer: Sony Computer Entertainment Inc. Genre: Music/Adventure : No of Players : 1 Peripherals: Analog Controller, , Memory Card

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