PET IN TV

E3 – Atlanta, May 1998 :   Sony Computer Entertainment Europe announces the release of Pet In TV, a title that takes the concept of Tamagochi to an altogether deeper level.   Due for release in July '98, Pet In TV is a game about bringing up an artificial intelligence creature called a PIT.

Gamers choose a new-born pet from a choice of five completely different personalities, the choice of which affects the outcome of the game. Choose a shy one and they'll do everything you tell them, choose a highly individual one and watch it run riot!

A PIT's outward appearance is akin to a robotic motorised egg and with the right nurturing it will grow and become more intelligent - just like a real pet.   Your basic PIT begins with no knowledge of its world at all – players must train, feed and teach their PIT the necessities it needs to survive.   It has to learn to recognise things like food and tools, as well as learning to pace itself and avoiding becoming too fatigued.

PIT WORLD is divided into 3 stages: the TRAINING STAGE, 7 WORLDS and a special space called the P-ZONE.   Each stage is full of gadgets, creatures and items that will attract your PIT's attention.   Most stages have a puzzle for the PIT to solve - it may be a bit difficult for the young inexperienced PIT and players will need to give their PIT a hand whenever he is confused.

Chris Deering, President of SCEE, said: "Sony Computer Entertainment are committed to taking the PlayStation gaming experience further.   Pet In TV is a title which will have great appeal for females and non-traditional gamers who will appreciate the great level of interaction between the player and the character."

Enjoy raising your own PIT PET on the screen, and watch, as he becomes your new best friend!

Developer: SCEI **Genre:** Pet Simulation   **No of Players**: 1 **Peripherals:** Memory Card