

# WILD ARMS

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**E3 - Atlanta, May 1998** -- Sony Computer Entertainment Europe announced that gamers across Europe will soon be introduced to Wild Arms, the latest RPG developed by SCEI.

Wild Arms is an epic adventure featuring a remarkably complex storyline full of demons, goddesses, and huge, overpowered weaponry. This time around a group called the Metal Demons is looking to destroy the entire planet and it's up to you to stop them.

Players can choose from three characters, each with their own distinctive abilities, and each with different starting points in the game. You must play through three separate mini-adventures in order for the characters to find each other and begin their journey together.

Graphically the game is bright and colourful. During the exploration parts of the game, 2-D sprite-based, anim  (Japanese animation) style graphics are used. However, it is in the battle scenes, comprising full 3-D polygonal characters, monsters and backgrounds, where the true graphical beauty of the game is unleashed.

Wild Arms features enormous depth of gameplay, as players are put in several different situations in which they engage in 3D combat, solve puzzles, run, push and pull rocks, switches, and use a swarm of different items. The game boasts an action-packed, interactive world: pick up items, use tools, throw items, and ignite bombs and more.

"Following on from the European success of Final Fantasy 7, Wild Arms will satisfy the newly created demand for RPG titles. With over 50 hours of gameplay, Wild Arms will keep you entertained for a long time!", said Chris Deering - President, Sony Computer Entertainment.

<b>Developer:</b> SCEI	<b>Genre:</b> RPG	<b>No. of Players:</b> 1	<b>Peripherals:</b> Controller, Memory Card
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