

G-POLICE: WEAPONS OF JUSTICE

OVERVIEW AND KEY FEATURES

The war is over and the G-Police force is now in control, but there is major unrest among the citizens of Callisto. Crime syndicates are beginning to emerge and civil war is about to break out. The G-Police forces are weak and call for assistance from their previous allies, the Marines, lead by Colonel Grice. But they soon discover that the Colonel has a hidden agenda of his own...

Set in visually stunning environments, which now include tunnels and canyons as well as vast, explorable cities, G-Police Weapons of Justice grants the player the freedom to fly anywhere in true 3D gameplay. A new intuitive control system provides an easier learning curve for newcomers, while the inclusion of more complex missions combined with improved enemy AI ensures that even G-Police veterans will be kept on their toes!

Key Features:

- 5 different vehicles at your disposal: 2 airborne gunships (Havoc and Venom), a deadly mech robot (Raptor), an armoured car (Rhino) and a superfast spacecraft (Corsair).
- Fly, drive and stalk your way through 30 action-packed missions.
- Experience the tension as you patrol living, breathing, fully explorable 3D cities.
- Command wingmen and ground teams.
- New, intuitive control method and navigation system.
- New, visually-stunning environments, including tunnels and canyons.
- 30 multi-tiered missions with battle, search and destroy objectives.
- Additional secret missions.
- Real-time in-game cut sequences.
- Cinematic full-motion video intro, using state-of-the-art motion capture techniques.
- Vast space environments and specific missions.
- 25 player weapons.
- 35 enemy craft.
- G-Police uniforms designed by Diesel.
- In-game placement from Diesel and Fuji films.

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Developer: Psygnosis	Genre: Action	No. of Players: 1 Player
Peripherals: Analog Controller (DUAL SHOCK), Memory Card		