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Booth #2340, West Hall

FOR IMMEDIATE RELEASE

ENIX LIFTS SHROUD OF SECRECY  
BEHIND ‘ROBOT ALCHEMIC DRIVE’ (RAD)  
Massive Robotic Combat to Hit This November!

E3, LOS ANGELES, CA, May 22-24, 2002 – Offering a scale of combat of unprecedented size and scope, Enix America Inc. today released details of its exciting new game, **Robot Alchemic Drive™ (RAD)**, for the PlayStation®2 computer entertainment system. Debuting globally for the first time during the E3 trade show, **RAD** is scheduled to ship this November.

“People have a long-held fascination with, and desire to control robots,” said Paul Handelman, president of Enix America. “**RAD**’s sheer interactivity – robots, smashing, squishing – and environmental destruction will have players of all ages and skill levels coming back for more.”

**RAD** truly transcends the established game genres. Classified as an action game, **RAD** allows players to assume the role of one of three human robot handlers who must learn to remotely control a monstrosity sized robot and engage in earth-shaking combat with gigantic aliens that are invading Earth.

Newly released details of **RAD** include:

- Concurrent Game Play on Two Levels – Action occurs on two planes as large scale combat between giant robots wreaks tremendous destruction upon the environment, while at the same time, the humans controlling the robots need to run for cover from falling debris, collapsing buildings and automobile traffic, all while trying to avoid being crushed by their own robot.
- Catastrophic Urban Destruction – every object in the environment is a potential subject of collateral damage as all buildings, power lines and cars can be damaged, knocked down and destroyed by the battling giants. The familiar landscape from before the battle can be unrecognizable after the smoke settles;

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- Giant Robot Simulator – learn all the moves to pilot a 20-story high robot via remote control. The robots look, feel and sound like real metal and the camera angle conveys the sheer massiveness of the robots compared to buildings and cars, which are seen from the human perspective;
- Transformation Modes – robots can transform into an alternate form for additional skills and game-play options. Transform into a tank and crush buildings or transform into a jet and soar high above the chaos below;
- Over 50 Different Scenarios – carry gamers through more than 40 hours of game play with diverse missions and challenges;
- Complete R&D System – customize robots with additional weapons, armor and skills;
- Unique Control Scheme – each button on the DUALSHOCK®2 analog controller handles a different part of the robot’s body. For example, L1 and L2 buttons control the left leg and R1 and R2 buttons control the right leg. Alternating between the L1 and R1 buttons enables the robot to walk forward;
- Unique Character Design – characters are designed by Toshihiro Kawamoto who also designed the characters for hit Anime series, “Cowboy Bebop”;
- Intense Story – each character experiences the reality of modern culture and science fiction in the style of traditional Japanese monster movies.

More information regarding Enix’s entire lineup of exciting products can be found at [www.enix.com](http://www.enix.com).

**RAD** is being publicly unveiled for the first time worldwide at the Enix booth #2340 in the West Hall during the Electronic Entertainment Expo (E3) in Los Angeles, May 22 – 24.

#### **About Enix America Inc.**

Established in 2000, Enix America Inc. is a rapidly growing publisher of interactive entertainment software for next generation platforms, including the PlayStation®2 computer entertainment system. Having enjoyed a strong 2001 which saw the company set U.S. sales records for its *Dragon Warrior* products, Enix is introducing two of its most innovative and technically advanced games this year with *Grandia Xtreme* and *RAD*, both for the PlayStation®2. Based in Seattle, WA, Enix America Inc. is a wholly owned subsidiary of Japan-based Enix Corporation.

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