



Publisher: Enix America Inc.
Developer: Sandlot
Release: November '02
Platform: PlayStation® 2
Genre: Action-Sim
ESRB: Rating Pending
Of Players: 1

Contact: Laura Heeb, HighWater Group
laura@highwatergroup.com or 212-338-0077

Justin Lucas, Enix America Inc.
lucas@enix.com or 206.861.1274

OVERVIEW:

Prepare to bond with 75 tons of high-tensile robot. Direct every movement of your machine and slug your way to victory over colossal opponents in brutal hand-to-hand combat (plus missiles, lasers, shooting fists, boomerangs, and much more). Freeway overpass in the way? Take it down. Buildings crowding you? Knock 'em over. Much more than a simple action game, Robot Alchemic Drive accurately simulates the operation of a remote-controlled metal titan in crowded, active urban environments. Use your giant robot as a tool to defeat enemies, complete missions, and much more.

SELECT FEATURES:

- 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;
- 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 defeat multiple enemy robots in a city, diffusing bombs, using your robot to pick up and move items around the city;
- Complete R&D System - customize robots with additional weapons, armor and skills eye laser beams, chest projectiles and fist missiles;
- Unique control mechanism simulates remote control of huge robots- 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.
- Story-driven game play provides depth lacking in other "giant robot" titles.

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