



**Press Information**  
**For Immediate Release**

## **The war continues on PLAYSTATION®3: Killzone® 2 is here**

- **Take the fight to the Helghast on their home planet in the most brutal battle yet**
- **Battle through violent, atmospheric environments in ultra-realistic combat**
- **Next-generation warfare with a ruthless enemy who controls the planet's power**

It's official – the war continues on PLAYSTATION®3 (PS3™) as Killzone® 2 rumbles onto the next-generation console. One of 2008's most anticipated releases, Killzone 2 sees the ISA take the war against the Helghast to their home planet Helghan to destroy the enemy war machine at its centre by capturing the Emperor Visari. Developed exclusively for PS3 by Guerrilla Games, Killzone 2 brings the evil of the Helghast to life with an unprecedented level of detail to make the game the most intense, dramatic and expansive first-person shooter ever.

You will fight as Sev, a battle-hardened veteran of the ISA special forces unit known as the Legion. Your mission: to secure Pyrrhus, Helghan's capital city. After a thunderous landing assault, it soon becomes clear that the Helghast are an even more formidable foe on their own turf. Not only have they adjusted to the planet's hostile conditions, they have also harnessed a source of power from their environment itself that they can now use against the ISA. For you and your squad, the invasion of Helghan is just beginning. You're not just fighting the enemy forces – your fiercest opponent is the planet itself.

With Killzone 2, we're looking at a truly next-generation Killzone experience, thanks to the power of PS3. As well as the ultra-intense combat you know and love, the title features incredible character animation, detailed, effect-laden environments and highly realistic physics. Enemies react to bullet impact according to where on the body each bullet strikes. Every square inch of the environment reacts to the destruction that ensues as you storm the planet Helghan. Deferred rendering technology presents a stunningly visual in-game world. Next-generation audio draws you into the brutal conflict even further. Every inch of you will be immersed in this conflict – a conflict more bloody than you've ever seen before. And, when you've taken on the Helghast, you can take on your friends in brutal multiplayer Killzone action.

- Experience realistic, highly atmospheric environments that respond dynamically to the violent conditions on Helghan. Witness the devastating effects of Helghan's climate as it forces you and your enemies to adopt new tactics.

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- Take command of new and formidable weapons and vehicles, in addition to trusty Killzone classics like the M82-G and the StA-52 LAR. Face off against fearsome enemies who have learned to wield the hostility of Helghan itself against you.
- The extensive story-driven single player mode and thrilling multiplayer mode cater to both hardcore and casual gamers – and the Killzone 2 experience is further extended through Killzone.com and tight integration with Home™ on PLAYSTATION®Network.

Battle is about to commence – are you ready to take the war to the heart of enemy territory? Killzone 2 arrives on PS3 in early 2008.

## **ENDS**

For further information, please contact your local PR manager.

### **About Sony Computer Entertainment Europe Ltd. As at 16 May 2007**

Sony Computer Entertainment Europe (SCEE), based in London, is responsible for the distribution, marketing and sales of PLAYSTATION®3, PlayStation®2 and PSP® (PlayStation®Portable) software and hardware in 102 territories across Europe, the Middle East, Africa and Oceania. SCEE also develops, publishes, markets and distributes entertainment software for these formats, and manages the third party licensing programs for the formats in these territories. Between its European debut on 24th November 2000 and the end of March 2007, over 44 million PlayStation 2 consoles have been shipped across the SCEE territories, over 117 million worldwide, making it one of the most successful consumer electronic products in history. Between its European debut on 1st September 2005 and the end of March 2007, over 8 million PSP systems have been shipped across the SCEE territories, with over 25 million shipped worldwide since its Japanese launch in December 2004. Between its European debut on 23rd March 2007 and the end of March 2007, over 1.5 million PS3 systems have been shipped across the SCEE territories, with over 5.5 million shipped worldwide since its Japanese launch in November 2006.

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