



Ace Combat™: Squadron Leader

Namco and Sony Computer Entertainment Europe are pleased to announce the PAL title for the 5th instalment in the Ace Combat™ series, coming soon to PlayStation®2: Ace Combat™: Squadron Leader. Also revealed below are more details about the game's content, and the all new Arcade Mode.

London, 30th November 2004 – Sony Computer Entertainment Europe today announced details of the thrilling *Arcade Mode* in Ace Combat: Squadron Leader, the highly anticipated aerial combat game. Developed by Namco Limited in Japan, Ace Combat: Squadron Leader will be released in PAL Territories in Q1 2005.

Arcade Mode "Operation Katina" offers immediate and intense action in short, successive stages. It tests the players' reflexes as they encounter swarms of enemy aircraft. Continuing the storyline of Ace Combat™: Distant Thunder, players assume the role of pilot Mobius 1. Their aim is to defeat a terrorist group called "Free Erusea" over 16 fast-paced stages, including landing and in-flight refuelling segments. Players must gun down a specified number of enemies before the clock reaches zero in order to clear each stage. Additional time is awarded to players for each enemy shot down, with certain enemies releasing additional missiles and special weapons. If the required number of enemy planes is not shot down before the clock reaches zero, or if the player's plane is shot down, the game ends. Between each stage, which runs for approximately four minutes, a results screen displays the player's total points earned, time remaining and rank.

Arcade Mode gives players on-board access to a powerful arsenal including missiles, special weapons and a machine gun loaded with unlimited ammunition. For added strategy, the various enemy aircraft assume different behaviour patterns to challenge the player's aerial combat skills.

Ace Combat: Squadron Leader combines the adrenaline rush of high-altitude dogfights with the tactical dimension of squadron command and real-life graphics to deliver the most complete aerial combat experience on PlayStation®2. Featuring a detailed storyline with more than 30 missions and over 50 licensed planes, players are consistently challenged with air-to-air combat, air-to-ground fighting, air-to-sea assaults, rescue and recon sorties and more. With the addition of Wingman Command, players can issue mid-mission directives to three wingmen and carry out coordinated group attacks. In-game radio communications add further depth, strategy and realism to the game's dynamic battle sequences.

For more information about Ace Combat: Squadron Leader and screenshots of the *Arcade Mode* in action please contact your local PR Manager.

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www.playstation.com

<p>Developer: Namco Genre: Flight Combat Action No. of Players: 1 Player Platform: PlayStation®2 Accessories: Analog Controller (DUALSHOCK®2), Memory Card (8MB) (for PlayStation®2) Release Date: Q1 2005</p>
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Sony Computer Entertainment Europe Ltd.

Sony Computer Entertainment Europe, based in London, is responsible for the distribution, marketing and sales of PS one and PlayStation 2 software and hardware in 102 territories across Europe, the Middle East, Africa and Oceania. At the end of June 2004, over 39 million PlayStation units had been shipped across these PAL territories, over 100 million worldwide. Between its European debut on 24 November 2000 and the end of June 2004, over 24 million PlayStation 2 units have been shipped across the PAL territories, over 72 million world-wide, making it one of the most successful consumer electronic product launches in history.

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Namco Limited

Namco, with headquarters in Japan was established in 1955 and has consistently provided a high level of expertise in the entertainment industry. With games such as Tekken™, Ridge Racer™, Timecrisis™ and Acecombat™, Namco has become a successful developer and publisher, esteemed throughout the world for the games of excellent quality it has produced.

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