



RATCHET AND CLANK – FACT SHEET

OVERVIEW

Created and developed by Insomniac Games, Ratchet & Clank has been in development for almost three years and is the team's first entertainment venture for PlayStation®2. Since the acclaimed and multi-million selling Spyro the Dragon™ series, the team of talented designers, programmers, artists and animators have been hard at work to create an innovative, weapons-based, action-adventure game, featuring the dynamic pair, Ratchet & Clank.

Ratchet & Clank is a unique game that blends action-platform, exploration, adventure, puzzle-solving, strategy and racing genres, and fuses these elements into a creatively original, sci-fi fantasy. Delivering exhilarating gameplay mechanics, unique character designs, enormous environments where you can blow up everything that stands in your way, brilliant graphics, an engaging storyline and an arsenal of the coolest weapons and hi-tech gadgets ever seen in an action-adventure platformer, Ratchet & Clank provides gamers with an immersive experience that truly showcases the technical prowess of PlayStation 2. Like nothing ever seen before, Ratchet & Clank is poised to take the world by storm this holiday season, only on PlayStation 2.

STORYLINE

Ratchet lives on a backwater world in an abandoned arm of a forgotten solar system. He is a young, self-taught mechanic who has a special knack for building and repairing things, and dreams of someday leaving his planet and striking out on a magnificent space adventure.

Off in a distant quadrant closer to the center of the galaxy, Chairman Drek rules a polluted planet, Orxon, inhabited by an ugly race called the Blarg. He too has dreams, but his lie along the lines of conquest and domination. The Blarg are tired of their polluted world and as their leader, Chairman Drek has come up with the ultimate solution – to build a new planet using the best parts from many of the other worlds in the galaxy. He just has to convince the inhabitants of those planets to part with a few thousand hectares of their worlds – and if they can't be convinced, the army of robots and Blarg warriors, Chairman Drek has developed can eliminate any resistance.

In one of the orbiting robot factories busy creating Chairman Drek's evil robot armies, a computer glitch creates a diminutive but brainy robot – Clank. Clank learns about Chairman Drek's plans and since he has a conscience, he flees the factory, seeking help. Unfortunately for Clank, the bad guys, equipped with heavily armed ships, shoot Clank's ship down over Ratchet's homeworld. From this moment on, Ratchet and Clank are forced together by circumstance, and the game follows them as they blast off from planet to planet through an extraordinary sci-fi universe. They'll encounter imaginative characters, and as they acquire a plethora of weapons and gadgets, they'll blow up everything that stands in their way as they uncover more and more of Chairman Drek's plans.

KEY FEATURES

- Developed and created by Insomniac Games, this is an all-new action-adventure platformer, available exclusively for the PlayStation 2 computer entertainment system. This superstar development team includes Mark Cerny of Cerny Games who has been heavily involved with Ratchet and Clank from the beginning of the project.
- The player can acquire over 35 different weapons and gadgets in the game. Each has a unique function and the game is structured so that the acquisition of these items is spread out evenly over the player's entire experience.
- Ratchet has one of the most comprehensive sets of moves of any character on any platform. Ratchet can perform more than 20 standard moves and as the player begins to acquire the many gadgets in the game, the number of moves Ratchet can perform will grow astronomically.
- Weapons, weapons and more weapons! The game offers more than 35 weapons and gadgets that the player can acquire and equip. Each ultra-destructive weapon, while easy to use, has a different function and allows players to devise their own strategies when taking on hordes of enemies.
- The game's economic system requires gamers to frequently purchase gadgets infobots (clues to new levels) , weapons and their respective ammunition. Players have the option to spend their time collecting money to build up their inventory of weapons to eliminate the tougher enemies, or they can plow ahead with a minimal weapon selection, facing a more difficult time as they advance to later levels. Players can earn money by destroying enemies, searching their surroundings and solving puzzles.
- Gamers can accessorize all of the weapons and gadgets obtained throughout the game by accessing the inventory screen to build up Ratchet with hand, head and foot gadgets.
- A "quick select" menu allows players to select weapons quickly or view their ammo counts without having to go back to the inventory screen.
- The combat system is easy to comprehend – there are a lot of enemies to shoot, most of them are fairly easy to destroy with the right weapon, and most importantly all of the

weapons are fun to use. Because of the variety of weapons available, there is an immense depth to the enemy gameplay within the levels.

- The science fiction theming that permeates the game sets it apart from all other action-adventures. Travel from planet to planet in Ratchet's space ship, exploring a huge variety of environments, challenges, and alien atmospheres. Use futuristic, high-tech devices, battle intelligent robots and blow up everything with your ultra-modern weapons.
- A variety of fun, action-filled minigames provide players with immense gameplay variety – not only can the player play as Clank, but Ratchet can use vehicles that he finds throughout the game-
- Breathtakingly enormous environments unlike anything else on the PlayStation 2 computer entertainment system. Each planet is filled with life, movement, energy and full interaction that will keep players mesmerized for hours.

*** These features may change as the game is in early development stages.**

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Developer: Insomniac Games/SCEA **Genre:** 3D Action adventure **No. of Players:** 1 **Platform:** PlayStation 2
Peripherals: Dual Shock ® 2 Analogue Controller, 8MB PS2 Memory Card **Release Date:** Winter 2002