

C-12

London, September 2000 - Sony Computer Entertainment Europe announces the release of C-12 for PS one in March 2001. Developed in-house by SCE Studio Cambridge the studio behind the successful MediEvil series.

The game commences in the aftermath of a hostile ground invasion of Earth by ravaging Alien forces. Mankind is threatened with near extinction. All large-scale resistance has been swept aside. The purpose of the invasion is unknown, but to the horror of all, the surviving humans begin to hear rumours of "Droning" - Aliens reprogramming and adapting captured humans into Cyborg warriors and slaves.

Earth's last hope is Lieutenant Vaughan, one of the few remaining resistance fighters. He must battle against Cyborg humans, much more powerful than a man and utterly remorseless in combat.

Simon Gardner, Studio Head of SCE Cambridge, is justifiably proud of his team's achievements "This is our third PS one title and we know how to get the best from the hardware. We've managed to achieve a level of detail, graphical richness, and a depth of gameplay that few games can match."

Visit our website

www.playstation-europe.com

Developer: SCE Studio Cambridge	Genre: Action Adventure	No. of Players: 1
Peripherals: DUALSHOCK Analog Controller, Memory Card		