

Press Release



The chance has arrived for PlayStation owners world-wide to step into the shoes of Her Majesty's Secret Service's finest agent, James Bond.

Tomorrow Never Dies from Electronic Arts and MGM interactive lets players take the role of 007 to thwart the global domination plans of evil media mogul Elliot Carver in one of the most eagerly awaited third person action/adventure console titles released this year.

Tomorrow Never Dies brings all new game modes to the bond experience including indoor and outdoor on foot levels, skiing, driving and the chance to play as Chinese secret agent Wai Lin.

In total there are 10 single player missions set in a variety of locations based on the film including Afghanistan, Hamsburg and Saigon.

True to the Bond movie legacy, Tomorrow Never Dies will feature over a dozen fully interactive gadgets and weapons. Gadgets will include such Q-inspired masterpieces as a pair of exploding cuff-link detonators, laser designators, microscopic tracking devices, satellite uplink cameras and a new versatile cell-phone device.

Key features in Tomorrow Never Dies include:

- Three Different game modes – third person perspective indoor and outdoor on-foot sections, skiing and driving
- Ten missions including Military Outpost, Arms Bazaar, Carver media Centre, Hotel Atlantic and Ski Ridge
- New Plot twists that expand the story and the film
- Wide variety of action moves: 360 degree tuck and roll, dive and fire attacks and stealth wall sneaking
- Special weapons effects: infrared goggles, zooming first person sniper rifle and working cameras
- Intelligent enemy Artificial Intelligence that react to audible and visual cues
- In game cinematic transitions, using real time 3-D and footage from the film
- Dual shock controller support