

Headhunter

September 2001: Sony Computer Entertainment Europe is proud to announce the impending launch of Sega's new action adventure title Headhunter. Developed by Amuze in Sweden their debut title combines a film like narrative and action packed gameplay whilst maintaining a high level of freedom in a truly interactive game environment.

Incorporating elements of stealth, hand to hand combat, gunfights, puzzle solving and motorbike riding where Jack Wade a renegade Headhunter is the hero. Headhunter sets you in a near futuristic California where gang warfare and soaring crime have led to repression by the neo-fascist regime. Strict censorship controls the media and new laws measure everything and everyone by their value to the state. Good health and great wealth have become societies new focus, a huge demand for body implants both artificial and real - to replace worn out organs - has developed. While artificial implants gain popularity the wealthy sneer as real money buys 'the real stuff'; consequently a very lucrative black market is thriving in the trade of human organs.

Leading the war against crime is the Anti Crime Network an elite force of privatised law enforcers. Like bounty hunters of old the ACN's 'Headhunters' track down the cities most wanted wherever they hide. Wrongdoers face 'chipping' with experimental implants or compulsory organ donation of their body parts to prolong the lives of the law-abiding citizens.

In a world of betrayal and deceit where motives and loyalties are obscure, where human organs are currency and news bulletins cheerfully deny the evidence in front of Jack Wades own eyes. He begins a journey to find the answer to the murder of mentor and former ACN chief Mr Stern. Employed and accompanied along the way by the deceased's stunning daughter Angela Stern, Jack must become adept at a variety of skills, tactics and weapons in order to find the truth. Only through honing his skills on the Virtual Reality training system – LEILA - can Jake Wade find the answer.

With a soundtrack recorded by a 100 strong symphony orchestra at the legendary Abbey Road studios made famous by the Beatles, and sound design by James Bond designer Dom Gibbs, Amuze feel confident that the sound really adds to the

cinematic feel of the game. Not content with movie quality music and sound, X-files screenwriter Phillip Lawrence was drafted in to set the plot and script cut scenes featuring real actors. With production worthy of Hollywood, Headhunter is a title that blurs the borders between game and film.

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Release date:	Winter 2001
Developer:	Sega / Amuze
Publisher:	Sony Computer Entertainment Europe / Sega
Platform:	PlayStation®2
Peripherals:	TBC
Nb Players:	TBC