

HEADHUNTER

Publisher: Acclaim Entertainment
Developer: Amuze / Sega
Platform: PlayStation®2 computer entertainment system
Shipping: April 30, 2002
ESRB Rating: 'M' Mature
PR Contact: Alan B. Lewis
Acclaim Entertainment, Inc.
(516) 656-2263
alewis@acclaim.com

Story Line

Meet Jack Wade, Headhunter. After awakening from a coma, Jack realizes that his memories... his identity... even his mind, have all been stolen. The only way regain what he has mysteriously lost is by embarking on a shadowy quest for his past in hopes of saving his future. When the AntiCrime Network's chief officer is murdered in cold blood, it's up to Jack to bring his killers to justice by any means necessary. Join Jack along with his accomplice, the sultry Angela Stern in a tactical adventure where stealth and espionage aren't the best way to survive – they're the only way! Just remember – don't trust anyone you don't know. Oh, and by the way – YOU DON'T KNOW ANYONE!

Product Features

- Cutting edge stealth action – slither against walls, peek around corners & snap enemy's necks from behind in total anonymity
- Play as both ruthless Headhunter Jack Wade and his alluring accomplice, Angela Stern
- Rip through the streets at speeds of over 200mph on an ultra-bad bounty hunting motorcycle
- Various license tests challenge Headhunting skills and unlock new features throughout the game
- Intense game play action in both third and first person views
- Fully stocked Headhunter arsenal, including proximity mines, machine guns, missile launchers and more
- Meticulously detailed environments, ranging from seedy biker hangouts to chaotic gas-filled shopping malls and futuristic laboratories
- Story contributions by Philip Lawrence of *X-Files* fame
- Incredible mixture of storytelling and action, accomplished through the use of over one full hour of painstakingly rendered real-time FMVs
- Encompassing in-game soundtrack composed by Richard Jaques & The London Session Orchestra

###