

FOR IMMEDIATE RELEASE

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Virgin Interactive and Studio 3 – an explosive combination! The bomb timer is ticking as *Silent Bomber* counts down to a May 2000 release...

Silent Bomber is proof positive that PlayStation owners can have it all. Seamlessly combining arcade immediacy with a level of detail previously unseen on the Sony system, it looks set to create a new standard for action titles on the format.

Set in a dark, futuristic environment, *Silent Bomber* presents a world infested by rogue androids. These mechanical protagonists are overrunning the planet in a quest to wrestle dominance from its human inhabitants. Currently, the deranged droids inhabit the industrial areas of the planet, but their stranglehold is growing. As such, crack teams of explosive experts have been despatched to counter the threat.

As one of the Silent Bombers in the title, players are sent into a stunning 3D world where the game's dark corridors and shadowy industrial locations play host to a number of deadly inhabitants. Using stealth, players must pick their way around each location with the express aim of eradicating all androids within each sector.

Gameplay is based around a unique explosive system that sets *Silent Bomber's* stall as a truly inventive game. Players use an intuitive targeting system to lock bombs on approaching androids. As soon as a robot walks into range, players can toss a bomb directly at the oncoming foe or leave them in strategic positions and retreat before they detonate. Depending on the size of the adversary, several direct hits may be needed, presenting a real need for skill and tactical play on the bomber's part. As the game progresses, the player is also given the ability to target multiple targets, extending the combinations *Silent Bomber* affords.

To make life easier, players can collect special E-Chip tokens, which are used to extend the player's throwing radius. E-Chips are scattered throughout each level, presumably left by now-deceased bombers – a testament to the challenge of the mission ahead. Additional power-ups also serve to make life easier, with three special devices proving essential in the battle.

The Gravity unit prevents the target from moving, making the enemy's escape doubly difficult, while Napalm lays down a wall of deadly flame and is useful for wiping out parties of advancing droids. An electrical device is used to stun a foe and cause massive damage to the androids, again making them an easy target. These add-ons also provide extra back up for the larger droids who guard the exit to each sector.

In true arcade fashion, ***Silent Bomber's*** many zones invariably end with a climactic battle against even larger 'Boss' droids. Each requires multiple hits and ensures that players are constantly kept on their toes.

Silent Bomber is a breath of fresh air for the Sony PlayStation, and could well prove to be the last big original game on the format. Due for release in May 2000 and published by *Studio 3*, it is simple enough to play intuitively, but peels back layer after layer of features to draw the player in. Expert bombers can hone their skills further with the two-player mode, while an assessment screen at the end of the level dangles a carrot as perfect 100% scores are chased.

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