

GANGLAND

... work your way up within the family ...

GANGLAND - "THE GAME FOR 2004"

"A bit of a SIM, a touch of RTS, a sprinkling of RPG and a good dose of action."

Marketing & Press

UK Press and Retail are already excited about the forthcoming hit of 2004 and here is just a sample of the press coverage with even more to come over the coming few weeks.

Extensive coverage in PC Gamer with a 2 page preview running with a consecutive a double page review and cover demo in the March issue

Full page reviews in PC Zone and PC Format

Advertising - 4 colour pages in the following in MCV (Trade), PC Gamer, PC Zone, PC Format and an exciting free demo in a March issue of the Sunday Times.

GamePlay Features

Living City - Non player characters have reactive and proactive behaviour - Artificial Intelligence at its best.

Character Building - players characters can marry and have children, improve each of their respective careers by moving up the ranks and trade weapons with other characters. Skills improve with experience just like true life.

Event-driven Plot - A pool of plots ensures non-linear play in both single and multiplayer modes. Your reactions within the game - and the reactions of other - will spawn further events.

Action driven combat - combat moves, realistic line of fire and skills and weapons work cohesively to produce intense and atmospheric action.

Arcade Style Game Moves - High scores, conquests and challenges produce new weapons for both individuals and teams.

Subversive Gameplay - 180 degree vision for each character, play hide 'n' seek with your enemies and use infiltrators to get inside the families of other players.

Active Resources - Trade liquor and stolen goods for vehicles, weapons and special units.

Technical Features

- Dynamic light shade and reflections
- Atmospheric light dependant upon time of day
- Supports both DirectCD and OpenGL
- Special FX's such as clouds, smoke, fire, ricochets, debris and much more
- Adjust angle, zoom and rotate the camera for full 3D experience
- 3D Map Editor
- Real-time rendered cut-scenes
- Supports all screen resolutions
- Up to 8 players over LAN or Internet

Street date 27th February 2004

Barcode 8435126500032

