

## FACT SHEET

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## ***Project H.A.M.M.E.R.<sup>TM</sup>***

<b>Format:</b>	Wii <sup>TM</sup>
<b>Launch Date:</b>	TBA
<b>ESRB:</b>	RP (Rating Pending)
<b>Game Type:</b>	Action Adventure
<b>Accessories:</b>	Wii Remote and Nunchuk Controllers
<b>Players:</b>	TBA
<b>Developer:</b>	Nintendo Software Technology Corp.

### **KEY INFORMATION**

Killer robots are attacking major cities across the United States, and the military is powerless to stop them. Players control one of Project H.A.M.M.E.R.'s cyborg prototypes: half-man, half-machine, with an extraordinary weapon – and the power to save the world.

- Grab the Wii Remote and start swinging. Equipped with a hammer of amazing strength, players represent the only hope against an unstoppable army of marauding automatons.
- Players use the Nunchuk controller in one hand to maneuver through a variety of vast and detailed environments. They use the Wii Remote in the other just like a real hammer to control the hero's weapon. Swing the controller side to side to make the in-game hammer send enemies flying. Lift it into the air and bring it down to smash robots to smithereens. Use the A button for quick hammer flurries.
- Enter a world of nonstop action, excitement and relentless destruction. Players will reduce rampaging robots to scrap metal as they battle their way across the United States. If they see an enemy, they smash it. And they *continue* to smash until every city across America is saved.

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