



The official Wii logo, consisting of the word "Wii" in a white, rounded font on a blue background.

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Resurrection of a Classic

Players engage in nonstop shooter action as they're propelled through this run-and-gun style game. Isa and Kachi are being hunted. They go on the run and on the defensive, shooting everything in sight. *Sin and Punishment 2* is the long-awaited sequel to the Japanese Nintendo 64™ cult-classic shooter. It brings a frantic arcade sensibility to a post-apocalyptic world. Fans who can't wait for the sequel can replay the original game by downloading it from the Virtual Console™ section of the Wii™ Shop Channel.

FEATURES:

- Players can run on foot or take to the skies with a jetpack or hovering skateboard-like device to dodge enemy attacks or get a better lock on their targets.
- Players can fire at targets in the distance or switch to sword attacks for close-range targets.
- The Wii Remote™ controller's pointing ability is used to aim weapons, while the Nunchuk™ controller is used for positioning and maneuvering.
- Numerous settings include beautifully rendered cityscapes and dramatic underwater tunnels, all populated by fierce enemies.
- It's all about the multiplier. The better a player's skills, the more points are earned, and the bigger the bonus. Players will want to play the game again and again to beat their personal best on each level. The better the performance, the bigger the multiplier and the higher the final score.

Platform: Wii	Release: Q1 2010
Genre: Shooter	Developer: TREASURE
Players: 1	URL: www.Nintendo.com
Rating: RP (Rating Pending)	Suggested Retail Price: TBD

The Nintendo logo, featuring the word "Nintendo" in a white, rounded font inside a grey oval with a registered trademark symbol.