

For immediate release

DreamCatcher's Painkiller: Battle Out Of Hell Goes Gold

Hell for the Holidays...

Toronto, November 8, 2004 - DreamCatcher Games today announced *Painkiller: Battle Out Of Hell* has reached gold status. The Expansion Pack for the award-winning Windows® FPS, *Painkiller*, will begin shipping to retailers on November 11th.

Picking up where the game's story left off, *Painkiller: Battle Out Of Hell* offers multiple features to extend enjoyment of this spectacular shooter. The Expansion Pack includes an additional single-player chapter with 10 levels, as well as new multiplayer modes, maps and models. It will also offer an amplified arsenal of un-deadly weapons, bigger and badder bosses and the map editor Software Development Kit.

"*Painkiller* fans are going to be very happy with *Battle Out Of Hell*," said Richard Wah Kan, DreamCatcher's CEO and President. "The levels are bigger, the gameplay is more intense, and if you can believe it, the monsters are even more terrifying."

A shooter in its purest form, *Painkiller* boasts truly inspired graphics and some of the most intimidating level bosses ever seen. Utilizing the impressive Havok 2.0 physics engine, this game continues to achieve new heights of physics-based gameplay while the proprietary 3D "PAIN engine" pumps out an unbelievably high polygon count, adding increased texture quality and the latest lighting and shadowing techniques.

Developed by People Can Fly, *Painkiller: Battle out of Hell* is rated 'M' for Mature. Download the *Painkiller* demo at www.PainkillerGame.com. An Xbox® version of this title is planned for early 2005. *Painkiller* is the Official tournament game of the CPL \$1,000,000 2005 World Tour.

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