



PRESS RELEASE

For Immediate Release
Booth #2228 West Hall

DreamCatcher Games Announces 2004 E3 Line-Up

Toronto, April 16th, 2004 - DreamCatcher Games today will showcase another strong roster with four new products on the show floor.

"DreamCatcher is excited about our 2004 line-up," commented DreamCatcher Games CEO, Richard Wah Kan, "With the recent release of *Painkiller*, we've proven we're serious about our action titles, and this year's line-up reinforces that."

Two titles will draw extra attention to the DreamCatcher booth this year. The first is *Dungeon Lords*, a Combat RPG written and developed by award-winning computer role-playing game author, D.W. Bradley and Heuristic Park. The second is Golem Lab's *SuperPower 2*, the ambitious follow-up to the wildly successful first game which offered strategy gamers the god-like power necessary to achieve world domination. *Besieger* and *Cold War*, both for Windows®, complete the line-up.

Details of these products and the full line-up follows.

E3 2004 Product Line-up

Dungeon Lords

Windows Only

Developed by D.W. Bradley and Heuristic Park
Release Date: Fall 2004

Combining the depth of an epic Fantasy RPG with FPS-style controls, *Dungeon Lords* brings the Action RPG to a whole new level. This 3D game offers a deep storyline shrouded in mystery and betrayal and features many playable races with myriad character classes. Players journey through an enchanted land of ancient castles, dark forests, and dungeon lairs, braving an army of diabolical foes to uncover secrets lying hidden within the depths of an evolving storyline. The game offers Real time player control of all combat tactics, detailed character hero development, 4 completely different schools of magic and multiple class specializations.

SuperPower 2

Windows Only

Developed by Golem Labs
Release Date: Fall 2004

SuperPower 2 is the only global geopolitical simulation game which allows players to control entire countries. Players control countries in 3 major areas: political, economic and military, but this time, in a beautiful real-time 3D environment. Players build up their own countries and increase their influence in the broader world while competing against sophisticated A.I. Along the way, gamers make use of economic sanctions, political alliances, and military actions to wage their battles. *SuperPower 2* offers the ability to fine-tune each country's performance, from creating or breaking treaties, to making tactical decisions in particular military conflicts.

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Besieger
Developed by Primal Studios
Release Date: Summer 2004

Windows Only

A Real-Time 3D Strategy, *Besieger* is set in a medieval fantasy world in which rival players wage war as either Viking or Cimmerian warriors. This story-based game involves a series of quests that determine the game's eventual outcome. As well as the bloody battles, each player must create an economy to allow them to construct or upgrade 40 types of buildings and more than 50 different units for battle. They will also 'create' and train workers for fighting and other survival skills. This experience and fighting efficiency carries over as each level is conquered. www.Besieger.com.

Cold War
Developed by Mindware Studios
Release Date: Winter 2004

Windows Only

Cold War follows the story of John Rawlins a freelance journalist who finds himself in the midst of an international conspiracy that aims to control the U.S.S.R. Twelve hours after arriving in Moscow for a routine story, John has been stripped of all possessions, beaten unconscious and thrown into the KGB's political prison. Using only recovered weapons and improvised gadgets, he must now evade or overcome elite Soviet forces and defeat the conspiracy before he is sent to a Siberian prison camp or killed. *Cold War* is set in real Soviet locations, and is built around locations such as Lenin's Mausoleum, Chernobyl and the KGB's notorious Ljubljanka prison.

About DreamCatcher Games:

[DreamCatcher Games is a fast-growing publisher and distributor of interactive entertainment for both core gamers and the mass market. Established in 1996, DreamCatcher is committed to publishing great games for Windows®, PlayStation®2 computer entertainment system, Xbox®, GameCube™ and Game Boy® Advance. Visit further details. Visit \[www.dreamcatchergames.com\]\(http://www.dreamcatchergames.com\) for more details.](#)

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