

Painkiller: Hell Wars Goes Gold

Toronto, July 11, 2006 – DreamCatcher Interactive Inc., a global publisher of interactive entertainment, today announced that its award-winning first-person shooter *Painkiller: Hell Wars* has gone gold for the Xbox®. Developed by People Can Fly, *Painkiller: Hell Wars* features unyielding first-person shooter battles with the demonic forces of Hell. Rated “M” for Mature, *Painkiller: Hell Wars* is scheduled for release on July 25, 2006.

“We have an awesome action-packed Xbox game that we’re all proud of,” said Byron Gaum, Global Product Marketing Manager at DreamCatcher Games. “Even the external testing teams, who see a lot of games come through their studio, were absolutely blown away by the fast-paced action, especially in multiplayer. This is the game that Painkiller and Xbox action fans have been waiting for!”

Stranded in purgatory, Daniel Garner must face the insurmountable horde of Hell’s monstrous creatures in *Painkiller: Hell Wars*. The battle to obtain purification begins and the decisive action to prevent the forces of good and evil from clashing in a massive unholy war ultimately lies in the players’ hand. Featuring intense, fast-paced action, *Painkiller: Hell Wars* will keep players’ adrenaline pumping as they battle horrifying odds in both single and multiplayer modes. If the arsenal of combo weapons at their fingertips isn’t enough to stop Hell’s incarnations, players can also collect souls to morph into a possessed beast and unleash the truly fearsome force within. The sharp graphics and explosive action in conjunction with the Havok 2.0 physics engine will envelop players in the dark realm, lost somewhere between Heaven and Hell.

Painkiller Xbox Features:

- *Intense gameplay:* The player will be constantly outnumbered, fighting against seemingly insurmountable odds.
- *Xbox® Live:* *Painkiller* offers multiplayer action for up to eight players – in seven modes!
- *Incredible graphics:* The game uses the proprietary 3D “PAIN Engine” capable of pumping out an unbelievably high polygon count, while adding increased texture quality and the latest lighting and shadowing techniques.
- *Combo weapons:* All weapons come in pairs, with a primary and secondary fire.
- *Morphing:* Your unholy pact gives you the power to morph into a powerful possessed creature with every 33 souls collected.
- *Lasting replay value:* *Painkiller* features a standard single player campaign, with additional modes to encourage replay. The game also features full multiplayer Live support.
- *World’s most advanced physics engine:* *Painkiller* employs Havok 2.0, allowing for amazing physics and deformable, interactive environments.

Painkiller: Hell Wars carries an MSRP of US \$29.99. For more information about the game, please visit www.painkillergame.com.

About DreamCatcher Games

DreamCatcher Inc. is a leading worldwide publisher and distributor of interactive entertainment software. Established in 1996, the company markets its products under two popular labels: DreamCatcher Games, featuring the critically acclaimed, best-selling game Painkiller; and The Adventure Company, the number one brand for PC adventure game sales worldwide including award winning titles such as Syberia and Agatha Christie: And Then There Were None.

For additional information on DreamCatcher please visit: www.dreamcatchergames.com.

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