



For immediate release

DreamCatcher's SuperPower 2 In-Stores Now World Domination at Retail

Toronto, October 12, 2004 – DreamCatcher Games today announced that *SuperPower 2*, the only geopolitical simulation on the market, is now available at major retailers in North America.

In *SuperPower 2* regular citizens are given Presidential powers as they seek world domination, but in order to be successful, players will need intelligence, political-savvy and a touch of shrewdness. Digital dictators will build up their own countries and increase influence in the broader world while competing against a sophisticated A.I. They will also have to master economic sanctions, political alliances, and military actions to wage battles. The craftiest gamers are able to fine-tune each country's performance, from creating or breaking treaties, to making strategic decisions in particular military conflicts.

SuperPower 2 is developed by Canadian studio, *GolemLabs*, whose original *SuperPower* sold more than 200,000 units. The game has an ESRB rating of 'T' for Teen in North America and "3+ PEGI" in Europe. This title will begin shipping to European retailers on October 27th.

SuperPower 2 Features:

- 193 real countries equipped with realistic data drawn from the CIA World Factbook, the United Nations and U.S. Military databases.
- Sophisticated A.I. designed to realistically simulate each country.
- Real-life combat situations, with multiple forces joining and leaving battles as the balance of power shifts.
- Real-time gameplay and Modular units building.
- Solo scenarios and "sandbox mode", as well as full Multiplayer support for up to 32 players in a variety of styles, including world domination, economic master, and many others.

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About DreamCatcher Games:

DreamCatcher Games is a fast-growing worldwide publisher and distributor of interactive entertainment software committed to release action, strategy and RPG games on Windows®, PlayStation®2 and Xbox® gaming systems. Its large portfolio of games includes the critically acclaimed title *Painkiller*, a popular and best-selling action shooter game.

More information about DreamCatcher Games and its products can be found at <http://www.dreamcatchergames.com>*

*<http://www.dcegames.com> (for EMEA)

About GolemLabs:

GolemLabs is a French-Canadian developer based in Québec, founded with the mission of designing original and intelligent games to satisfy a growing need of novelty and freshness to the video games industry. The company's first title, *SuperPower*, struck a cord with more than 200,000 gamers worldwide and GolemLabs intend to recreate the experience with games that are always more innovative and clever.

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