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MEDIA ADVISORY

"SAVAGE" FORUMS NOW LIVE

***iGames and S2 Games Launch "Savage" Discussion Boards at
www.S2games.com***

NEW YORK, NY – August 1, 2002 – Publisher and game site iGames™ along with developer S2 Games™ today opened the forums section for their upcoming real-time strategy/shooter, "Savage." Lauded by GameSpy as "one of the most unique games of 2003," "Savage" combines the best elements of real-time strategy with intense first person combat. At the forums, gamers can interact with the design team to contribute in the development process. The discussion board is now live at www.s2games.com.

"Savage" Gameplay

Built with the new "Silverback™" development engine, "Savage" delivers the next level in multiplayer gaming. Instead of sending mindless computer drones into battle, players organize real human players on a crusade to conquer their adversaries. A player may choose to be a commander, and play an in-depth RTS game, researching technologies, mining resources, and issuing orders to their warriors. If a player chooses to be a warrior, they will play an intense game of first person combat, wielding their weapon of choice to strike down the enemy.

"Savage" is designed so that neither RTS nor Action based play are watered down in any way. RTS fans will have all the control they are used to such as tech tree, resource management and tactical strategy. In turn, the action-based players will play an in-



depth fighting game with a heavy emphasis on battle dynamics. Although the two sides work together their roles are very distinct. "Savage" is scheduled to ship in the first quarter of 2003.

About iGames

Formed in 2001, iGames sets out to combine the best game file distribution, game design, and community in the industry. The company is developing a system to help gamers find games, download them faster and play harder. iGames has offices located in New York, NY, Napa Valley, CA and Kalamazoo, MI. www.iGames.com is coming Summer, 2002. Savage will be played on iGames.

About S2 Games

The core S2 Games team is an experienced group of developers from diverse backgrounds: film, fine art, computer science, and business. Through this mix of skill and experience a synergy is born creating a fresh perspective in game design. For more information regarding S2 Games, please visit: www.s2games.com.

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