



SAVAGE: THE BATTLE FOR NEWERTH TOP CONTENDER IN INDEPENDENT GAMES FESTIVAL

S2 Games' Innovative RTSS Named a Finalist in 2004 Independent Games Festival Competition

Hoboken, NJ (December 18, 2003) – Developer S2 Games and iGames Publishing announced today that the one-of-a-kind real-time strategy shooter *Savage: The Battle for Newerth* has been named one of the top ten finalists in the Open Category of the 2004 Independent Games Festival (IGF) competition. The IGF competition will take place at the 2004 Game Developer's Conference in San Jose, CA from March 24-26, 2004.

The IGF Competition is open to all independent developers and awards cash prizes to games in 6 different categories: Innovation In Visual Arts, Innovation In Audio, Innovation In Game Design, Technical Excellence, Audience Award and the Seamus McNally Award For Independent Game of the Year.

“This is incredible recognition for us,” said Jesse Hayes, COO of S2 Games. “We are a young, independent company and to have our first game receive this honor from the IGF is an amazing achievement.”

Set in a unique fantasy world eons from now, *Savage* transports PC gamers to the next level in multiplayer gaming. The result is a truly unique gaming experience that enables the player to opt for either the fast-paced, run-and-gun action of a FPS (playing as a Warrior) or the more cerebral and tactical planning of a RTS (playing as a Commander).

Savage shipped to retail stores nationwide in September and has garnered rave reviews from the gaming community. The demo, released in October, has been downloaded by over 300,000 gamers. S2 Games is currently developing a content update patch that will introduce, among other things, new structures, units, upgrades and weapons effects to the game. There will be completely rewritten and optimized network code, engine enhancements to increase frame rates, new gameplay, balance tweaks, and more. The patch will be available soon.

The Gama Network (producer of [Game Developer magazine](#), [Gamasutra.com](#), and the [Game Developers Conference](#)) established the Independent Games Festival in 1998 to



encourage innovation in game development and to recognize the best independent game developers.

For more information on *Savage: The Battle for Newerth* visit www.s2games.com/savage.

About S2 Games

The core S2 Games team is an experienced group of developers from diverse backgrounds, including 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.

About iGames Publishing

Hoboken, NJ based iGames released its premier title, *Savage: The Battle for Newerth* in September, 2003. The first-person survival horror *Nosferatu: The Wrath of Malachi* was iGames' second release and shipped in October 2003. <http://www.igames.com>.

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