



## **SAVAGE: THE BATTLE FOR NEWERTH TO SHIP WITH FULL LINUX SUPPORT**

**HOBOKEN, NJ - July 23, 2003** – iGames Publishing and developer S2 Games today announced that the upcoming real-time-strategy-shooter, *Savage: The Battle for Newerth* will ship with full Linux support. The Linux version of the game will be identical to the Windows version and will install from the same retail CD-ROM when it ships on August 25<sup>th</sup>.

“We have a bunch of Linux lovers on board here at S2 so we understand the importance of having great games available for that community” said Jesse Hayes, COO of S2 Games. “We’ve found that a great deal of gamers would like the option to play and/or set up servers on the Linux OS so we went that route with *Savage*.”

*Savage* will not only be available to Linux users upon release but is already in its beta version. The developers will take advantage of the beta period to work out any compatibility issues or bugs prior to the game shipping.

*Savage* will ship to retail on August 25th, but can be pre-ordered online at Electronics Boutique or Gamestop. As a bonus for their loyal fans, S2 Games has offered a guaranteed slot in the current beta test for anyone that pre-orders the game. To find out how to take advantage of this offer, gamers can visit the S2 Games site: <http://www.s2games.com/savage/pre-order/index.html>.

### **About Savage**

With the creation of a new gameplay genre, the RTSS, *Savage* expertly redefines the first-person shooter and real-time strategy genres by combining elements of both into one cohesive experience. Set in a unique fantasy world eons from now where Humans and Beasts violently battle for their very existence, *Savage* transports PC gamers to the next level in multiplayer gaming. The result of this meld is a truly unique 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). Because *Savage* offers fully developed aspects of each genre, players must work together as a team in order to defeat their opposition.



Players choose to fight on the side of Humanity, armed with science and technology, or take the side of the Beast Horde, masters of nature and magic. *Savage* can host up to 64-players in a single game; two players undertake the role of Commander, to lead team initiatives in tactical combat strategy, resource management and “base building,” while another 62 battle in a first-person Action-Mode and must execute the Commander’s tactical instructions and secure their team’s advancement.

The Silverback™ Engine was designed specifically for *Savage* so both RTS and FPS viewpoints go through the same 3D rendering process, creating fluid, team-based gameplay and amazing, immersive environments.

*Savage: The Battle for Newerth* features phenomenal graphics and beautiful, expansive environments that depict lush outdoor scenes, complete with gorgeous skies and blades of grass that wave in the wind to truly immerse players in the alternate reality of the dangerous world of Newerth.

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