



SAVAGE: THE BATTLE FOR NEWERTH SHIPS

Rock Solid Real-Time Strategy and Intense First-Person Action Hits Retail in One Explosive Package

Hoboken, NJ (Sept. 9, 2003) - S2 Games and iGames Publishing today announced that *Savage: The Battle for Newerth™* has shipped to retail stores nationwide. The much anticipated real-time strategy shooter has had the gaming industry buzzing since its unveiling at this year's E3. *Savage* is considered by many to be the first title to seamlessly meld two separate game genres, real-time strategy and first-person shooter, into one game. *Savage* has an MSRP of \$49.99 and has been rated "T" for Teen by the ESRB.

"S2 Games has done an amazing job with *Savage* and we are very excited to be shipping the title," says Rick Bosch, CEO of iGames Publishing. "This is a truly innovative game that is going to knock the socks off both RTS and FPS enthusiasts."

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.

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

About iGames Publishing

Hoboken, NJ based iGames will publish its first game in the summer of 2003, the highly anticipated *Savage: The Battle for Newerth*. The upcoming first-person survival horror *Nosferatu: The Wrath of Malachi* will be iGames' second release and is due to ship in October 2003. <http://www.igames.com>, <http://www.nosferatu-game.com/>.

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.

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