

SAVAGE™

Press Coverage

PC Gamer - Preview

03.03

"Take one part 3D, two parts RTS, and three parts FPS, and voila!, a new genre is invented."

Computer Games Magazine - Preview

02.03

"In Savage, worlds truly collide. However, hands-on time reveals the juxtaposition is a comfortable one. Matches can be as brief as 30 minutes, or take hours, demonstrating just how readily the title adapts to your individual playing style."

GamesDomain - Preview

01.09.03

"...it's looking ambitiously smooth and sweet."

GameSpot- Preview

01.03.03

"Savage is being designed with some very sound ideas, and even though the game isn't scheduled for release until the middle of the year, from what we've seen so far, this unusual game might just make good on its potential."

IGN - Preview

12.13.02

"I didn't really want to stop playing, but the guys wanted to eat and sleep and whatever else...at least I have the memories and can look forward to reuniting with my love come next year when beta product arrives."

GameSpy - Preview

12.03.02

"A little of this and a little of that add up to the wonderfully intriguing multiplayer massacre that S2 Games is hiding up its sleeve."

IGN - Best of E3 Awards

05.29.03

Runner-up, Best of Innovative Design