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LEGEND OF THE *SAVAGE* SAGA REVEALED!

New York - Nov. 12, 2002 - S2 Games reveals the story behind its ground breaking real time strategy shooter, *Savage*, with part one of a four-part comic book series.

Discover the origins of the *Savage* war between humans and beasts at www.s2games.com/comic/cover.html.

The saga begins with the tale of Ophelia illustrated in a colorful multi-panel comic form.

Other stories are to follow, including the tale of Jaraziah and the escalating battle between humanity and the beast horde. More of the legend will be revealed in forthcoming issues leading up to the release of *Savage* for the PC in Summer 2003.

The Myth of *Savage*

In a violent age, eons from now, nomad humans roam the earth, inflicting cruelty on the beasts and creatures of the world. The human race is wasteful, selfish and fights amongst itself, while those closest to nature, the beast race, learn from human failings and evolve with the passing of time. The struggle is joined, man against beast, for the very basic natural resources that nurture life. Each race has its own style of battle, its own leader, and its own way to victory. What side are you on?

***Savage* Gameplay**

Combining real time strategy and first person action, *Savage* delivers the next level in online multiplayer gaming. Instead of sending mindless computer drones into battle imagine organizing other players on a crusade to conquer your adversaries. Choose to be a commander, and you will play an in-depth RTS game, researching technologies, mining resources, and issuing orders to your units. Choose to be a warrior, and you will play an intense game of first person combat, wielding your weapon of choice to strike down the enemy. *Savage* allows for up to 64 players to take the battlefield at the same time.

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.

About iGames

Formed in 2001, iGames (Internet Game Publishing, LLC) is publishing its first title, *Savage*, an online multiplayer game for the PC. iGames is located in New York, NY.



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