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MEDIA ADVISORY

SAVAGE: THE BATTLE FOR NEWERTH UNVEILED AT E3

***iGames Publishing to Show Genre-busting Game "Savage" at
Booth # 2466, West Hall.***

NEW YORK, NY – April 9, 2003 – Ground-breaking publisher iGames Publishing, LLC will reveal its highly anticipated, genre-busting title *Savage: The Battle for Newerth™* at the Electronic Entertainment Expo (E3) in May, 2003. Developed by iGames' sister company, S2 Games, LLC. *Savage* is the first ever real-time-strategy-shooter (RTSS), combining a complete first person shooter and a complete real time strategy game into one innovative online gaming experience. iGames will demonstrate *Savage* at booth #2466, in the West Hall of the Los Angeles Convention Center.

"There's no better place for *Savage* to finally be seen by a mass audience than at E3," said Jesse Hayes, COO of S2 Games. "In an industry that continuously redefines itself, we believe *Savage* stands out as a truly innovative game."

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"



and 62 battling Action-Mode Players who 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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