



S2 GAMES AND IGAMES PUBLISHING ANNOUNCE **SAVAGE: THE BATTLE FOR NEWERTH** **HAS GONE GOLD**

HOBOKEN, NJ - August 27, 2003 – S2 Games and iGames Publishing today announced that the highly anticipated PC game *Savage: The Battle for Newerth™* has gone gold. The first-ever RTSS (real time strategy shooter) recently completed successful beta testing and will be released on September 9th.

“The beta testing was extensive and went brilliantly,” said Jesse Hayes, COO of S2 Games. “*Savage* benefited tremendously from the excellent input of the beta testers and we’re excited to deliver the gold master.”

Savage will ship to retail in early September and can be pre-ordered online at Electronics Boutique, Gamestop, Amazon.

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.

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

The independent Entertainment Software Rating Board (ESRB) has rated *Savage: The Battle for Newerth* “T” for Teen. For more information about the ESRB, visit www.esrb.org.

###

PR Contacts:

Zeitgeist Communications

John Foster
310/392-4330
jfoster@zgla.com

Alex Josef
310/392-4330
ajosef@zgla.com

© 2003 iGames Publishing, LLC All rights reserved. S2 Games, Silverback Engine, and *Savage: The Battle for Newerth* are trademarks of S2 Games, LLC. iGames is a trademark of iGames Publishing, LLC.