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## ATARI'S **GODZILLA®: SAVE THE EARTH TO BRING TITANIC MONSTER-ON-MONSTER ADVENTURE TO PLAYSTATION®2 AND XBOX**

*Movie Monster Legend Returns In Atari's Sequel With Deep Single Player Adventure Mode,  
Up To Four-Player Online, More Monster Foes*

LOS ANGELES – April XX, 2004 – Atari is returning Godzilla® and his titanic sized foes to video game consoles this Fall with **Godzilla®: Save the Earth**, an epic action adventure game featuring grand scale nuclear-powered monster-bashing mayhem. Based on the classic character movie license from Toho Co., Ltd., **Godzilla®: Save the Earth** will faithfully recreate the look and feel of the gargantuan film legends and takes the fighting element of **Godzilla®: Destroy All Monsters Melee** – Atari's smash fighting game which originally shipped in 2002 -- to the next level with an all new Action Mode and online multiplayer fighting. **Godzilla®: Save the Earth** is expected to be available Fall 2004 on the PlayStation®2 computer entertainment system and Xbox™ video game system from Microsoft.

"**Godzilla®: Save the Earth** takes the epic scope that is the hallmark of the landmark movies with an amazing single player Action Mode to create the definitive adventure fighting game on any system," said Peter Wyse, executive producer at Atari. "With more monsters, more cities and more radioactive monster bashing, **Godzilla®** fans won't believe the authenticity while fighting and adventure gamers will have a totally unique experience with one of the best known film legends in the world!"

Players will have nine game modes to choose from, including Action, the mission-based single player game; Challenges, a series of single player challenges to complete; Custom, where players can set the parameters of a fight; Versus, the classic one-on-one melee battle; and many more. The game also includes mini games, including rail-type arcade sequences.

In the single player game, G-Force scientists have cracked Godzilla®'s genetic code from samples obtained during the Vortaak invasion. Scientists have refined the code to grow super-enriched "Godzilla®-Matter" -- a virtually indestructible substance with the exact physical properties as Godzilla®'s radioactive back spikes. The Vortaak learn of the Godzilla® Matter and strike Monster Island in an attempt to steal G-Cells and seize control of earth's monsters. As Godzilla®, the player awakens and fights to stop the UFOs from stealing G-Cells, and to

free his fellow monsters from captivity. Throughout the game's missions, Vorticia sends waves of monsters, UFOs, mind-controlled military and earth-threatening devices at Godzilla®, who must fight to defeat the enemies and find the hidden G-Cells before the UFOs can steal them.

The epic battle for earth will range across the globe in more than a dozen massive, destructible city environments, including San Francisco, Los Angeles, Tokyo, Osaka and New York. Environments have been enhanced and enlarged, featuring hills, oceans, harbors and mountains. All structures in the game have advanced destruction mechanics, enabling them to be partially damaged or completely destroyed through multiple impacts. Striking larger buildings will produce dynamically generated gouges that expose the internal skeletal structure before they eventually crumble to the ground.

Both the PlayStation®2 and Xbox versions will feature a variety of online multiplayer options for up to four players where gamers can smash, bash and trash opposing monsters and cities in gargantuan online melees. Player will be able to go head-to-head, three- or four-player free-for-all, or team up for two-on-two combat.

Godzilla® will face off against more than 18 classic Toho movie monsters, each carefully designed to recreate the authentic film look and feel. Monsters include Godzilla® 2000 and 90s, King Ghidorah, Gigan, Mothra, SpaceGodzilla, Biollante and many more.

Developed by Eugene, Oregon-based Pipeworks ([www.pipeworks.com](http://www.pipeworks.com)), the masterminds behind *Godzilla®: Destroy All Monsters Melee*, ***Godzilla®: Save the Earth*** is expected to ship in Fall 2004 for the PlayStation®2 computer entertainment system and Xbox™ video game system from Microsoft.

### **About Atari**

New York-based Atari, Inc. (Nasdaq: ATAR) develops interactive games for all platforms and is one of the largest third-party publishers of interactive entertainment software in the U.S. The Company's 1,000+ titles include hard-core, genre-defining games such as *Driver™*, *Enter the Matrix™*, *Neverwinter Nights™*, *Stuntman™*, *Test Drive®*, *Unreal® Tournament 2003*, and *Unreal® Championship*; and mass-market and children's games such as *Backyard Sports™*, *Nickelodeon's Blue's Clues™* and *Dora the Explorer™*, *Civilization®*, *Dragon Ball Z®* and *RollerCoaster Tycoon®*. Atari, Inc. is a majority-owned subsidiary of France-based Infogrames Entertainment SA (Euronext 5257), the largest interactive games publisher in Europe. For more information, visit [www.atari.com](http://www.atari.com).

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