

PRESS RELEASE

For Immediate Release

DreamCatcher Games to Publish *Arx Fatalis* on Xbox™

Critically Acclaimed PC Title comes to Xbox

Toronto, Ontario, March 31, 2003 – DreamCatcher Games today announced a worldwide deal with Arkane Studios to publish *Arx Fatalis* for the Xbox™ video game system from Microsoft. Terms of the deal were not disclosed.

Arx Fatalis is a first-person RPG, which plunges players into an amazingly complex fantasy-world of trolls, goblins and 'Snake-women'. Creating weapons, solving puzzles and completing amazing quests, gamers become heroes as they battle in an evil world. Players will also need to master a unique real-time magic system to cast more than 50 different spells based on 20 different runes.

Arx Fatalis takes full advantage of the power of Xbox, utilizing the unique asset-caching tools for smoother play and the amazing processing power to support complex A.I. *Arx Fatalis* will also take advantage of Xbox's superb Dolby-Digital Surround Sound and unique hard-drive.

"The signing of *Arx Fatalis* is a signal that DreamCatcher is serious about publishing great console games," said Richard Wah Kan, CEO of DreamCatcher Interactive Inc. "The game has had great success on the PC, and we're confident that we'll have even more success on Xbox."

"We're very excited about developing *Arx Fatalis* for Xbox," said Raphael Colantonio, CEO of Arkane Studios. "The console has great capabilities which will allow us to give gamers the best version of *Arx Fatalis* they could ever dream of!"

Arx Fatalis will ship to stores in Winter 2003 with a suggested retail price of \$39.99 (USD). The ESRB rating has yet to be announced.

About DreamCatcher Games

DreamCatcher Games is a fast-growing publisher and distributor of interactive entertainment for both core gamers and the mass market. Established in 1996, DreamCatcher is committed to publishing great games on the PC, PlayStation®2 computer entertainment system, Xbox and GameCube™ gaming consoles. DreamCatcher is based in Toronto, Canada. Visit www.DreamCatcherGames.com for further details.

About Arkane Studios

Arkane Studios (www.arkane-studios.com) is an independent game development studio created in 1999. The studio released its first game worldwide in 2002: *Arx Fatalis* PC, which was critically acclaimed and received several awards. The studio focuses on developing creative Action RPGs on PC and Consoles.

About Xbox

Xbox (<http://www.xbox.com>) is Microsoft's future-generation video game system that delivers the most powerful games experiences ever. Xbox empowers game artists by giving them the technology to fulfill their creative visions as never before,

creating games that blur the lines between fantasy and reality. Xbox is now available in North America, Europe and Australia.

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