COMPANY of HEROES

Developer:	Relic Entertainment
Genre:	Real Time Strategy
Projected Ship Date:	Fall 2006
Platform:	Windows PC
ESRB:	MA15+ expected
Players:	1-8
SRP:	$99.99
Website:	www.companyofheroesgame.com

PRODUCT OVERVIEW

From the studio that brought you blockbuster games of the year *Homeworld*, *Impossible Creatures* and *Dawn of War* comes the next revolution in action strategy. *Company of Heroes* is a WWII Real Time Strategy game that brings to life the journey of the brave men of Able Company as they fight across Europe in the greatest war mankind has ever known.

From the opening shots of the D-Day invasion of Normandy players will find themselves immersed in a rich single player campaign. Experience the cinematic intensity, courage, and bravery of the heroes that defined a generation, set against the backdrop of the most dynamic battlefield ever seen in a game.

ACCOLADES
• WINNER Best Strategy Game of E3 2005 – Game Critics' Best of E3 Awards
• WINNER Best PC Game, Best Strategy Game of E3 2005 – GameSpot
• Additional awards from IGN, Gamespy, Yahoo! Games

GAME CRITICS AWARD
BEST OF E3 2005

FEATURES
• Essence Engine - Relic's next generation cutting-edge engine provides graphics quality and a physics driven world that is unprecedented in an RTS.
• Environmental Strategy - Real-time physics and a completely destructible environment guarantee no two battles ever play out in the same way. Destroy anything and re-shape the battlefield in your image! Use buildings and terrain to your advantage, or deny them to the enemy.
• Living Soldiers - Advanced squad AI brings your soldiers to life as they interact with their changing environment, take cover, and execute advanced squad tactics to eliminate all enemy opposition.
• 2-8 players MP competition via Lan or Internet - Go online with friends and join in the ultimate battle of Axis versus Allies.

www.thq.com

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