

The logo for the game 'Conflict Vietnam'. It features a red silhouette of a bird, possibly a phoenix or eagle, with its wings spread, perched on the letter 'C' of the word 'CONFLICT'. The word 'CONFLICT' is in a bold, black, sans-serif font. Below it, the word 'VIETNAM' is written in a much larger, bold, black, serif font. A small trademark symbol (TM) is located at the end of 'VIETNAM'.

"You can kill ten of my men for every one I kill of yours, but even at those odds, you will lose and I will win."

Ho Chi Minh - 1940s

In the 1950s the United States deployed their first troops to Vietnam and to a war which was to span the next 25 years, claiming millions of lives on both sides and creating some of the strongest tensions in US history.

A haunting depiction of a truly grisly war, **Conflict: Vietnam** is the next instalment in the multi-award winning Conflict series, which has to date, sold over 3.5 million copies worldwide.

Conflict: Vietnam follows the progress of four US soldiers, Ragman, Junior, Hoss and Cherry, cut off from their unit during the 1968 Tet Offensive and tasked with fighting their way back to friendly lines. A third person shooter where the player takes full control of all four squad members, **Conflict: Vietnam** does not set out to depict the course of the war; instead we witness four men struggling for survival in the hostile Vietnam jungle against a ruthless terrain and seemingly ever-present 'invisible' enemy.

With 14 missions spanning a variety of environments you must lead your squad down Vietnamese rivers manning the guns on a heavily armoured river boat, into local villages (with friendly and non-friendly fire) to rescue hostages, through ruined temples and the claustrophobic jungle and into the ancient Vietnamese capital of Hue.

Armed with an array of heavy artillery your squad must also use make use of transportation abandoned by the Viet-Cong or discarded by captured US troops such as tanks, boats and helicopters, in addition to any surplus weaponry you acquire including gun placements and two-manned mortar sites.

Lastly, and by no means least, keep a watchful eye out for the Viet-Cong booby traps, from grenade trip wires and water mines to the punji stake pit trap and the 'Bouncing Betty' anti-personnel mine.

Conflict: Vietnam will be available on PS2, Xbox and PC in autumn 2004

For further information please contact:

Chris Glover - SCI Entertainment 020 7350 5270 chrisg@sci.co.uk