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## VIVENDI UNIVERSAL GAMES ANNOUNCES THE CAST OF ITS UPCOMING VIDEOGAME ADAPTION OF UNDERWORLD MASTERPIECE *SCARFACE* *Al Pacino Headlines Roster of Top Talent*

Sydney (April 22, 2005) – Vivendi Universal Games today announced that several high profile actors are lending their likeness and voice talent to the upcoming adaptation of *Scarface*, Hollywood's underworld masterpiece. *Scarface: The World is Yours*, set for release this Spring, will capture the ruthlessness, intelligence and thrill of being the one and only Tony Montana, forced to carve out his drug empire for the second time. The game will be shown publicly for the first time at the Electronic Entertainment Expo in Los Angeles on May 18<sup>th</sup>.

Ensuring an authentic videogame experience of the movie, film actor Al Pacino has lent his likeness to the game, assuring that players will embark on a journey that delivers the essence and soul of the *Scarface* mythology. The game's roster of voice actors also includes original *Scarface* cast members Steven Bauer and Robert Loggia (who played Manny Ray and Frank Lopez respectively), comedians Jay Mohr and Cheech Marin, and actors James Woods, Miguel Sandoval, Robert Davi, Michael Rappaport and Michael York.

"Al Pacino brought the character of Tony Montana to life onscreen in a very powerful way, and the inclusion of his likeness as Tony Montana is a critical component to the authenticity of the *Scarface* game experience," said Cindy Cook, Chief Strategy and Marketing Officer for VU Games. "We are also thrilled to have other top-notch talent involved with *Scarface: The World is Yours*, as their participation will add further substance and depth to the characters featured in the game."

The *Scarface* video game immerses players in a "what if Tony survives" storyline that begins with the explosive shootout at the end of the film. Gamers will travel through the steamy, often violent streets of Miami, the irie islands of the various Caribbean locales and will interact with a world full of seedy and dangerous characters to procure information, negotiate business deals, smuggle contraband and avoid rivals and DEA on a mission to rebuild their fallen empire. *Scarface The Game* is currently in development by veteran video game developer Radical Games for the PlayStation®2 computer entertainment system, the Xbox™ video game system from Microsoft and PC.

### **About the film**

Al Pacino gives an unforgettable performance as Tony Montana, one of the most ruthless gangsters ever depicted on film, in this gripping crime epic inspired by the 1932 classic of the same title. Directed by

hit-maker Brian DePalma and produced by Martin Bregman who brought the Godfather legends to the screen, *Scarface* follows the violent career of Tony Montana (Pacino), a ruthless Cuban refugee who blasts his way to the top of Miami's drug underworld, attaining wealth and power beyond his wildest dreams. His rags-to-riches ascent is marked by memorable moments, including a scene in which the cocky Montana risks his neck to propose to Elvira (Michelle Pfeiffer), the girlfriend of murderous drug kingpin Frank Lopez (Robert Loggia). Only in the film's devastating finale does Montana come to grips with the awful price of his lavish empire.

With its intense screenplay by Academy Award®-winner Oliver Stone, driving music score by Giorgio Moroder, and superb insights into Miami's lifestyle, *Scarface* lays bare the sordid power of the American drug scene.

### **About Xbox**

Xbox (<http://www.xbox.com/>) is Microsoft's future-generation video game system that delivers the most powerful game 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 the continents of North America, Europe, Asia and Australia.

### **About Universal Studios Consumer Products Group**

Universal Studios Consumer Products Group (USCPG) is responsible for global licensing and retail strategies as well as building brand recognition of the extensive catalogue of NBC Universal properties. Universal Studios Consumer Products Group is a unit of NBC Universal, one of the world's leading media and entertainment companies in the development, production, and marketing of entertainment, news, and information to a global audience. Formed in May 2004 through the combining of NBC and Vivendi Universal Entertainment, NBC Universal owns and operates the No. 1 television network, the fastest-growing Spanish-language network, a valuable portfolio of news and entertainment networks, a premier motion picture company, significant television production operations, a leading television stations group, and world-renowned theme parks. NBC Universal is 80%-owned by General Electric, with 20% controlled by Vivendi Universal.

### **About Vivendi Universal Games**

Vivendi Universal Games ([www.vugames.com](http://www.vugames.com)) is a global developer, publisher and distributor of multi-platform interactive entertainment. The company is a leader in the subscription-based massively multi-player online (MMO) games category, and also holds leading positions in the PC, console and handheld games markets. Its development studios and publishing labels include Blizzard Entertainment®, Radical Entertainment, Sierra® Entertainment and Massive Entertainment™. VU Games' library of over 700 titles features owned intellectual properties including *Warcraft*®, *StarCraft*®, *Diablo*® and *World of Warcraft*™ from Blizzard Entertainment; *Crash Bandicoot*®, *Spyro The Dragon*®, *Empire Earth*®, *Leisure Suit Larry*™, *Ground Control*® and *Tribes*®. VU Games also maintains strategic relationships with industry leading content partners, including NBC Universal and Twentieth Century Fox.

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