

Gaming classic Cannon Fodder returns as Codemasters continues Game Boy Color development.

Gaming classic **Cannon Fodder** is today confirmed as being another in Codemasters' series of dedicated high profile titles the company will develop and publish for Game Boy Color.

Cannon Fodder will be the first game to emerge from Codemasters' ownership of renowned UK developer Sensible Software, which the company purchased May 1999.

Cannon Fodder, created in 1993 by Sensible Software for the home computer market, was one of the original real-time strategy games. Selling over 600,000 units, it became a much-respected classic game and earned itself a massive fan base.

Ensuring that **Cannon Fodder** on Game Boy Color retains the captivating play of the computer editions, the game's original lead programmer, Julian Jameson, is leading the development at Codemasters. Recent Codemasters arrivals and ardent **Cannon Fodder** fans Steve Bruce and Matthew Miles-Griffiths take the reigns as Producer and Designer for the game, under the watchful eye of ex-Sensible supremo, Jon Hare.

Promising the best graphics ever seen on Game Boy Color, **Cannon Fodder** will utilise cutting-edge Hi-Colour technology enabling the inclusion of FMV and cut-scenes in the game.

Mike Hayes, Codemasters' Sales and Marketing Director says:

"Cannon Fodder is a great title; it's a proven brand in the trade and core gamers hold it in high regard. It's a perfect game for the handheld format."

ENDS

PRESS INFORMATION

WEB SITE

🌐 www.codemasters.com

UK PRESS INFORMATION

Richard Eddy or Ben Le Rougetel
Rocket Media - London
Tel: 0207 437 6100
Fax: 0207 437 6200
Email: info@rocketmedia.co.uk

| Notes to Editors:

Established in 1986, Codemasters is a leading developer and publisher of best-selling interactive entertainment products for a global audience on current and future gaming platforms and channels. Codemasters' genre-leading brands include Colin McRae Rally, Touring Cars, Micro Machines/Maniacs, and LMA Manager. With an annual turnover in excess of \$100 million, the company is headquartered in Southam, Warwickshire, UK where it employs over 400 staff, and maintains European operations in Germany, France, Spain, Benelux and plans to set up operations in Scandinavia. The company entered the US publishing market in 1999 and has an online gaming US-based development facility in Oakhurst, CA. More information about the company and its products is available online at <http://www.codemasters.com>.