

MEDIA RELEASE



UNLEASH THE BEASTS IN IMPOSSIBLE CREATURES

Mutant Animals Do Battle in Microsoft Game Studios' First PC Game Release of 2003.



Imagine a world where great white sharks stalk on land, hippopotamuses soar overhead with bat-like wings, and rhinoceroses move with the speed and agility of leopards. Now you can experience just such a place in “Impossible Creatures.”

Developed by Relic Entertainment Inc., “Impossible Creatures” is an imaginative computer game that breathes new life into the real-time strategy (RTS) genre by introducing the Creature Combiner, a tool that merges the features and capabilities of more than 50 of Earth’s most formidable animals to create thousands of bizarre and fantastic fighting mutants.

Gamers command their unique army of bizarre beasts in 15 single-player battles against an evil madman, or against other players in fast-paced online skirmishes brought to life by each player’s imagination and a powerful 3-D graphics engine.

“With ‘Impossible Creatures,’ we’ve created the RTS for everyone — a game that will appeal to those who’ve only played a computer game once or twice as well as hard-core gamers who play more than 30 hours a week,” said Alex Garden, CEO of Relic Entertainment. “Because we’ve based our custom units on something everyone knows — animals — players intuitively understand the strengths and weaknesses of the ‘Impossible Creatures,’ and can quickly adapt strategies. The result is a fast-paced battle that’s never the same game twice.”

Players create personalised armies featuring customised units. For example, gamers looking for a strong aerial attack can create a rhino with the wings of a snowy owl; or, if they want to launch an amphibious assault on an opponent’s base, they can mutate a killer whale with the arms and legs of a silverback gorilla.

As your battalion evolves (literally), confrontations take place across 14 distinct islands. Battles range across a diverse series of environments including desert, arctic, savannah, and volcanic wasteland, which offer unique challenges in single player or multiplayer games.

Relic Entertainment also has launched Relic Developer's Network (RDN), a unique Web site dedicated to letting players express their creativity by modifying games released by the company. The RDN site (<http://www.relic.com/rdn/index.php>) currently features a suite of tools, including mission, objects, FX and sound editors, empowering players to design their own games based on Relic Entertainment's technology.

"Impossible Creatures' is a great addition to Microsoft Game Studios' diverse portfolio of PC games," said Stuart Moulder, General Manager of Microsoft Game Studios. "Top to bottom, from the innovative Creature Combiner to the fast-paced gameplay and the stunning 3-D graphics engine, 'Impossible Creatures' represents the next level of real-time strategy gameplay."

More information on "Impossible Creatures" is available on the official Web site at [http:// www.microsoft.com/games/impossiblecreatures/](http://www.microsoft.com/games/impossiblecreatures/).

Pricing and Availability

"Impossible Creatures" will be available from late January 2003 at leading computer and software retailers for \$89.95 RRP.

About Relic Entertainment

Relic Entertainment Inc., a leading-edge developer of electronic entertainment software founded in 1997 and led by Alex Garden, developed "Impossible Creatures." Relic's debut game, "Homeworld", launched in 1999 to widespread international acclaim. Relic currently has two new games under development and has gained a reputation as one of the best game development studios in the world. Relic is located on the Internet at <http://www.relic.com/>

About Microsoft Game Studios

Microsoft Game Studios is a leading worldwide publisher and developer of games for the PC, Xbox video game system and online platforms. Comprising a network of top developers, Microsoft Game Studios is committed to creating innovative and diverse game portfolios for PC (<http://www.microsoft.com/games/>), including such franchises as "Age of Empires®," "Flight Simulator" and Zoo Tycoon; Xbox (<http://www.xbox.com/>), including such franchises as "Halo," "Project Gotham Racing" and "NFL Fever"; and Zone.com (<http://zone.msn.com/>), the official games channel for the MSN® network and home to such hits as "Bejeweled" and "Outsmart."

Founded in 1975, Microsoft (Nasdaq "MSFT") is the worldwide leader in software, services and Internet technologies for personal and business computing. The company offers a wide range of products and services designed to empower people through great software -- any time, any place and on any device.

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