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**Virgin Interactive to Publish Mythos Games Title,
The Dreamland Chronicles: Freedom Ridge
Creators of the Original X-COM Develop Next Generation
of Strategic and Tactical Combat for the PC and Playstation 2**

Virgin Interactive today announced that it will publish the upcoming turn-based strategy game ***The Dreamland Chronicles: Freedom Ridge*** on PC and Playstation 2. Developed by Mythos Games, the renowned UK-based studio responsible for classic titles such as *X-COM* and *Magic & Mayhem*, ***The Dreamland Chronicles: Freedom Ridge*** brings Mythos' years of experience together with cutting-edge 3D graphics and physics to create the studio's most stunning game yet. Featuring intense combat, strategic planning, and an involved storyline, ***Freedom Ridge*** promises to deliver the kind of addictive, innovative gameplay fans have come to expect from Mythos.

Freedom Ridge is really an effort to take everything we've learned from doing this kind of game for the last 15 years and turn it into something groundbreaking," said Julian Gollop, lead designer for ***Freedom Ridge***. "We wanted to create a game that not only builds on some popular core concepts that we've used before, but also adds new elements and features that help us push accepted boundaries."

Set in the near future, ***Freedom Ridge*** uses themes from classic science fiction and modern UFO conspiracy theories to create an enthralling backdrop for the gameplay. After a devastating 70-day war against alien invaders the human race finds itself on the brink of extinction. With the military forces and governments of the world in ruins the player commands humanity's last hope—a resistance force known as the Terran Liberation Army. Starting with a meagre supply of captured weapons and technology the player must drive back the invaders and free the Earth from alien domination.

Throughout the game, players will take part in a deep, involving plot and uncover the truth about Area 51, alien abductions, and the mysterious Men in Black. Players must create new bases to supply forces, protect the surviving civilian population, and fight for every resource they need, since money is now worthless. Working with anything from scavenged F16 aircraft and M16s to mystifying alien technology, troops will need to master all manner of weaponry and vehicles for tactical squad-based combat against alien foes at hotspots around the globe.

“Mythos Games is known for creating strategy games that redefine how gamers look at that particular genre,” said Tim Chaney, Co-President of Virgin Interactive. “The original X-COM changed the way we looked at turn-based games, and *Magic & Mayhem* turned real-time strategy gaming on its ear. We believe ***Freedom Ridge*** is going to have an even greater impact. PC gamers worldwide are ready for a new and fresh franchise in this category, and ***Freedom Ridge*** will provide it.”

The Dreamland Chronicles: Freedom Ridge is scheduled for release in Q1 2001 on the PC and Playstation 2.

- **About Virgin Interactive –**

Virgin Interactive is one of the interactive entertainment industry's most established players. Since its inception in 1983, Virgin Interactive has consistently pushed gaming boundaries with original content, innovative marketing and aggressive world-wide distribution. Publishing software across all major platforms, from the 8bit Game Boy unit through to the 128bit Dreamcast and PlayStation 2 systems, Virgin's successful corporate philosophy has been to establish new brands and franchises with ground-breaking and original titles whilst supporting their development with world-renowned, award-winning marketing campaigns. Virgin is headquartered in London, England and has publishing, marketing, sales and distribution offices in Germany, France and Spain and a licensing office in Japan.

Virgin Interactive has affiliation deals with US publishing giant Interplay. In 1999 French publisher Titus games SA took a controlling interest in the firm.

For further information on Virgin and their products go to www.vie.co.uk

- **About Mythos Games-**

Julian and Nick Gollop founded mythos Games in 1989. Developers of more than a dozen titles, Mythos has won high praise for it's innovative gameplay and design. Mythos' original X-COM title, X-COM: UFO Defense, was recently named one of the “10 Best Games Ever” according to PC Gamer magazine (November 1999), and its recent real-time strategy game, *Magic & Mayhem*, has won numerous awards. For more information on Mythos Games, visit their Web site at www.mythosgames.com.

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