



BC

FACT SHEET MAY 2003

Title:	"BC"
Publisher:	Microsoft® Game Studios
Developer:	Intrepid Computer Entertainment
Format:	DVD for the Xbox® video game system
OFLC Rating:	Pending
Availability:	Q2
Pricing:	TBD

Product Overview:

Before there were roofs overhead, there were dank, dark caves echoing with the grunts of their prehistoric inhabitants. Before organized crops and farming, every new fruit and berry picked off the tree could either be sweet, delicious sustenance — or deadly poison. Every roar in the distance necessitated tribal unity; every rock shard and broken stick could be a weapon; every flame needed to be preserved. Before there was history, there was "BC."

"BC" is an original third-person action/adventure game that hurtles players back millions of years into prehistory, to the beginnings of humankind. Members of a clan take part in an epic journey of survival, battling against ferocious, prehistoric creatures and exploring and exploiting vast natural environments. New technologies and knowledge could be just over the next rise. If humanity is to survive, the tribe needs to evolve into a thinking, resourceful unit that can rise up to become the pioneers in a primeval, unpredictable world.



Key Features: ● **Brutal prehistoric combat.** Players experience savage battles in an uncivilized, merciless era. Heads and limbs get torn off and pools of blood congeal after brutal conflicts in a violent, dangerous world where only the strong survive.

- **The world is a weapon.** Gamers will discover and create a multitude of deadly weapons using naturally occurring materials. Enemies can be poisoned with native plants; an avalanche can be triggered to kill predatory opponents: Interactive environments allow for multiple solutions. Any object can be picked up or used as a tool or weapon, and wild animals have the potential to be predator or prey.
- **A massive prehistoric world.** Players must lead their tribe through the nascent earth's deadly but beautiful environments, from ancient rainforests to underwater settings. Gamers must weather the elements, from scathing desert heat to raging tropical rainstorms and fierce mountain blizzards.
- **Deadly adversaries.** The tribe becomes the hunted when deadly creatures ranging from saber-toothed tigers to velociraptors defend their young or stalk tribe members for food.
- **Evolution or extinction.** Gamers handpick tribe members to produce babies born to be hunters, mystics, fighters or other specializations. As their experience grows and time passes, players choose the right skills and powers to enhance their characters and benefit the tribe.

Developer Information:

Intrepid Computer Entertainment is a young and dynamic computer games development team based in southwest London, England. Founded in 1999 by former Bullfrog employees Joe Rider and Matt Chilton, the company's objective is the pursuit of innovative excellence in computer game development and design. Intrepid was the second company to be accepted as a Lionhead Studios satellite developer. As such, it is subject to collaboration with Lionhead Studios and particularly Peter Molyneux, one of the few true legends in computer game development. In 2000 Intrepid was signed as a first-party developer by Microsoft to develop its first title for the Xbox. This title, known as "BC," is now in full-blown production.

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XBOX

For further information or imagery please contact:

Xbox Press Office

Maria Deevoy; +612 9870 2524, email: v-maride@microsoft.com

Yara Khalife; +612 9870 2284, email: i-yakhal@microsoft.com

Hausmann Communications : +612 9361 3777

Dominic Hilton Foster or Catherine Donnelly

dominic@hausmann.com.au or catherine@hausmann.com.au

About Xbox

Xbox (<http://www.xbox.com.au>) is Microsoft's future-generation video game system that delivers the most powerful games 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. The Xbox features the most powerful graphics processor of any game console, is DVD capable, and is the only Video Games System which features a built-in hard disk, built-in broadband capability and real-time Dolby Digital 5.1 surround sound support throughout the entire game. Xbox is now available in the continents of North America, Europe, Asia and Australia.

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