



## Counter-Strike

FACT SHEET MAY 2003

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**Title:** "Counter-Strike™" for Xbox  
**Publisher:** Microsoft® Game Studios  
**Developer:** Valve Software and Ritual Entertainment  
**OFLC Rating:** Pending  
**Availability:** Christmas 2003  
**Price:** \$99.95 (AU) estimated retail price

### Product Overview:

"Counter-Strike," the world's most popular online action game and firstperson shooter for the PC, makes its console debut exclusively on Xbox. "Counter-Strike" features single-player missions taking place over a gritty realistic counterterrorist world, and allows gamers to challenge other players in team-based multiplayer games on System Link. "Counter-Strike" on Xbox will be the most graphically advanced version of the series to date, showcasing the technical prowess of Xbox.

- Key Features:**
- **Xbox enhancements and exclusives.** Players will be treated to new, graphically enhanced missions from "Counter-Strike: Condition Zero," as well as new, exclusive content designed only for Xbox. Players can engage in the usual favorites, such as Bomb Defuse and Hostage Rescue, as well as play the new single-player component.
  - **Realistic counterterrorist experience.** Players will experience a deep, involving



counterterrorism world in which danger abounds. Players will lead an elite team through the jungles of Asia and the cold regions of Eastern Europe, and in the unbearable humidity of Colombia.

- **Real-life weapons and gadgets.** Players can choose from more than 25 real-life weapons: Shotguns, sniper rifles, pistols and other military artillery are available. New gadgets include a riot shield, blowtorch and fiber optic camera, bringing new strategic elements to the “Counter-Strike” world.

### **Developer Information:**

Valve Software is an entertainment software company founded in 1996 by Gabe Newell and Mike Harrington and based in Kirkland, Wash. Valve’s debut product, “Half-Life,” released in November 1998, has won more than 50 Game of the Year honors worldwide and has been called “a smash hit” by the Wall Street Journal. “Half-Life” was named Best PC Game Ever in the November 1999 issue of PC Gamer, the world’s best-selling PC games magazine. “Half-Life” is published by Sierra Studios.

Ritual Entertainment is a veteran game development studio that has been a consistent leader in the evolution of game design and artistic quality. Established in August 1996, the company is known for its ability to develop both internal and external properties into award-winning games. The company comprises more than 25 members including designers, programmers, artists, project coordinators, business facilitators and technical advisors. Each member is an invaluable resource in the creative pool that is Ritual Entertainment.

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XBOX

**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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The Xbox logo is displayed in a stylized, green, blocky font. The letters are interconnected, with the 'X' and 'O's having a unique, geometric design. The logo is centered at the bottom of the page, above a solid green horizontal bar.