

TRADE PRESS RELEASE

Empire Interactive in New Genre Shock !

Closely following the recent batch of product signings for the historical strategy wargaming market, Empire Interactive are pleased to announce the addition of a very different title to the 1998 release schedule.

Tribal Rage is a Mad-Max-style real-time strategy game, featuring a host of bizarre and outrageous characters, (or "Tribes") from leather-clad chain-swinging Bikers, to dopey Trailer Trash, from evil Death Cultists to gorgeous scantily-clad Amazons.

Set in a post-apocalyptic wasteland, ***Tribal Rage*** will allow the player to choose from 6 different tribes to recreate the greatest rivalries of Earth's near future, playing alone, or with up to 8 opponents over serial link, LAN or Internet. While remaining a comprehensive, involving and challenging strategy game, ***Tribal Rage*** doesn't take itself too seriously, and players can expect to enjoy a few laughs alongside the superior gameplay.

Given that Empire Interactive's strength has traditionally been in historical wargaming as well as in the specialised markets of flight-sims and pinball simulations, ***Tribal Rage*** is indication of an expansion of Empire's product portfolio into a new and more mainstream market. Further additions to the publisher's core strength sectors have already been planned into Empire's release schedule for 1998.

Tribal Rage has been signed from US development house Talonsoft, already known for their "Battleground" series and "Eastern Front" historical strategy wargames.

For more information, call **Terry Shuttleworth** or **Kate Johns** at Empire Interactive on 0181 343 7337.