

**Contacts:**

Vivendi Universal Games

Mike Larson

310-431-4439

michael.larson@vugames.com

## **VIVENDI UNIVERSAL GAMES UPS THE STAKES WITH THE ANNOUNCEMENT OF *VAN HELSING* FOR NINTENDO'S GAME BOY® ADVANCE**

*Players Get The Power Of Dracula, The Wolf Man And The Frankenstein Monster  
In The Palm Of Their Hand*

LOS ANGELES, Calif. – March 31, 2004 – Handheld gamers with a taste for adventure can stand toe-to-toe with the fiercest monsters in cinematic history with the announcement of *Van Helsing* for Nintendo's Game Boy® Advance, based on the highly-anticipated film from Universal Pictures. *Van Helsing*, the new epic action-adventure film from writer-director Stephen Sommers (*The Mummy*, *The Mummy Returns*), draws inspiration from the studio's classic horror properties and introduces Van Helsing, Bram Stoker's fabled monster hunter, who is summoned to a distant Eastern European land on a quest to vanquish evil. The film stars Hugh Jackman (*X-Men*, *Swordfish*, *Kate & Leopold*) and Kate Beckinsale (*Pearl Harbor*) and opens nationwide May 7, 2004 release.

"*Van Helsing* for Nintendo's Game Boy® Advance offers players a wild adventure filled with frightening creatures, furious combat and daring escapes," said Luc Vanhal, VU Games' North American President & COO. "With legendary characters like Dracula and The Frankenstein Monster as well as action-packed hand-to-hand and ranged combat, *Van Helsing* is a must-have for fans of handheld action gaming."

In the game, players take control of Van Helsing as he attempts to put a stop to Dracula's evil scheme and destroy the dark creatures that inhabit the ancient land of Transylvania. Over the course of their crusade, players will travel through 10 supernatural environments such as a haunted forest, Castle Frankenstein, Castle Dracula and ominous caverns. Armed with an arsenal of deadly weapons including a grappling hook, pistols, tojo blades, a crossbow and an electric gun, players will tangle untold fiends and evil minions including the legendary dark prince Dracula as well as his brides, The Wolf Man, the Frankenstein Monster and Mr. Hyde to name a few. Additionally, players will be able to utilize Van Helsing's signature grappling hook to escape impending doom and pull creatures within melee range.

*Van Helsing* for Nintendo's Game Boy® Advance has been rated "T" for teen by the ESRB and will be available on May 7<sup>th</sup> for a suggested retail price of \$29.99. For more information, log on to [www.vanhelsinggame.com](http://www.vanhelsinggame.com).

**About the Film**

Deep in the mountains of Carpathia lies the mysterious and mythic land of Transylvania—a world where evil is ever-present, where danger rises as the sun sets, and where the monsters that inhabit man's deepest nightmares take form. Innovative filmmaker Stephen Sommers—who so imaginatively re-envisioned Universal's classic Mummy character in the worldwide blockbusters *The Mummy* and *The Mummy Returns*—now widens his cinematic scope and multiplies his

creative inspiration by breathing new life into the most time-honored pantheon of classic Universal monsters and setting them in a stunning new world of fantastical reality. Sommers' all-encompassing vision for a world as tangible, real and visceral as any caught in the stranglehold of inescapable evil blends the recognizable and the unimaginable into a vivid, epic backdrop for his tale of ultimate evil against a lone force of good: Van Helsing.

*Van Helsing* is licensed by Universal Studios Consumer Products Group, a unit of Universal Pictures, a division of Vivendi UNIVERSAL Entertainment (VUE) ([www.universalstudios.com](http://www.universalstudios.com)), the U.S.-based film, television and recreation entity of Vivendi Universal, a global media and communications company and is responsible for global licensing and retail strategies as well as building brand recognition of VUE.

### **About Nintendo**

The worldwide leader and innovator in the creation of interactive entertainment, Nintendo Co., Ltd., of Kyoto, Japan, manufactures and markets hardware and software for its popular home and portable video game systems. Each year, hundreds of all-new titles for the best-selling Game Boy® Advance and Nintendo GameCube\* systems extend Nintendo's vast game library and continue the tradition of delivering a rich, diverse mix of quality video games for players of all ages. Since the release of its first home video game system in 1983, Nintendo has sold more than 1.8 billion video games globally, creating enduring industry icons such as Mario\* and Donkey Kong® and launching popular culture franchise phenomena such as Metroid\*, Zelda\* and Pokémon®. A wholly owned subsidiary, Nintendo of America Inc., based in Redmond, Wash., serves as headquarters for Nintendo's operations in the Western Hemisphere.

### **About Vivendi Universal Games**

Headquartered in Los Angeles, Vivendi Universal Games ([www.vugames.com](http://www.vugames.com)) is a global leader in multi-platform interactive entertainment. The company develops, publishes and distributes interactive products across all major platforms including PCs, video game consoles and the Internet. Vivendi Universal Games' portfolio of development studios and publishing labels includes Blizzard Entertainment, Coktel, Fox Interactive, Knowledge Adventure, Massive Entertainment and Sierra Entertainment. Additionally, Vivendi Universal Games co-publishes and/or distributes titles for a number of strategic partners, including Interplay, inXile entertainment, Majesco and Mythic Entertainment, among others.

###

A Note to Parents: Consult [www.filmratings.com](http://www.filmratings.com) for information regarding movie ratings in making viewing choices for children.