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The Name Changed but the Game Remains the Same - COLOR QUEST® Becomes MAGIC PENGEL™: THE QUEST FOR COLOR

Agetec Provides the Next Generation in Customizable PlayStation®2 Games

SUNNYVALE, Calif. - April 10, 2003 - Agetec, Inc., a leading publisher of video games, today announced that the next addition to their **Designer Series** of games, COLOR QUEST® underwent a name change and is now titled **MAGIC PENGEL™: THE QUEST FOR COLOR**.

MAGIC PENGEL™: THE QUEST FOR COLOR will be available in July 2003. Created by TAITO with the creative gamer in mind, **MAGIC PENGEL™: THE QUEST FOR COLOR** will be released exclusively for the PlayStation®2 computer entertainment system at a suggested retail price of \$29.99.

MAGIC PENGEL™: THE QUEST FOR COLOR is a 3D adventure game that offers a revolutionary graphics tool that allows players the ability to fully render and animate their own cast of characters. These characters are interactive within the game and become integral parts of the player's success in completing the adventure.

"This is the first time that players have had the opportunity to draw their own characters in 3D, completely from scratch, and have them come to life within a game," said Satoshi Shimojima, producer of the title for Agetec. "The complexity of 3D character design has been simplified by the drawing tool found in **MAGIC PENGEL™: THE QUEST FOR COLOR** to make it easy enough for even a child to use." The software engine that powers the 3D character animator is based on a drawing tool originally developed at Tokyo University.

There are truly no limits to the potential number of characters that may be created in **MAGIC PENGEL™: THE QUEST FOR COLOR**. By breaking down the character into parts that are animated separately (body, arms, legs, wings, horns, etc.), **MAGIC PENGEL™: THE QUEST FOR COLOR** provides a platform for creativity that is both accessible for those who are not artists and those who have artistic interests.

The game also comes with more than 1,000 pre-rendered characters that the player may add to his/her collection by winning matches or purchasing from the shop owners found throughout the realm.

The role of the player is of a young traveling "Doodler" who befriends two children, Zoe and her foster brother Taro, who are looking for their father. As a Doodler, the player is granted the ability to draw characters (called Doodles) in a sketchbook that stores them until they are needed in arena matches.

Along the way, the player collects new parts and colors for the sketchbook that enables him to draw larger, more complex and powerful Doodles. The arena matches are treated as friendly, where the townspeople welcome most opportunities to try their luck against all comers. Winners of the matches are awarded with new colors and/or parts to add to their existing characters or to create brand new Doodles.

“We believe that **MAGIC PENGEL™: THE QUEST FOR COLOR** offers gamers of all ages an unending series of adventures that expands with their experience and imagination,” said Mr. Shimojima. “By offering a 2-Player Mode in the game, **MAGIC PENGEL™: THE QUEST FOR COLOR** expands to new levels as friends show off their creations to each other and learn new ways to draw and animate their ideas.”

MAGIC PENGEL™: THE QUEST FOR COLOR features a Single Player, and a Two Player Versus Mode. The game is compatible with the DUALSHOCK® analog controller, which allows the player to feel the full effects of the arena battles. **MAGIC PENGEL™: THE QUEST FOR COLOR** is rated ‘E’ for ‘Everyone’ with a descriptor of “Mild Violence” by the ESRB.

About Agetec Inc.

Agetec is a world-class publisher of award-winning software and hardware accessories for the North American video game market. Agetec is introducing three of its most innovative and technically advanced games this year with Magic Pengel: The Quest for Color, Armored Core: Silent Line, and RPG Maker 2 for the PlayStation®2 computer entertainment system. Agetec publishes many well-known brand titles, including: “King’s Field,” “Disaster Report,” “RPG Maker,” and the “Armored Core” game series as well as the growing list of titles found in the A1 Games series.

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