



FOR DRAFT REVIEW ONLY

Contact:
Michelle Seebach
Kjell Vistad
Eidos Interactive
415/547-1200 or
pr@eidos.com

A NEW LEGACY BEGINS: EIDOS INTERACTIVE REWRITES ACTION ADVENTURE WITH *LEGACY OF KAIN: DEFIANCE*

Fully Playable Kain And Raziel Star In This Action Packed, Combat-Focused Adventure

Los Angeles, CA, Electronic Entertainment Expo (May 14, 2003) – Eidos Interactive (NASDAQ: EIDSY), one of the world's leading publishers and developers of entertainment software, today announced that **Legacy of Kain: Defiance**, the next installment of the critically acclaimed, multi-million unit selling *Legacy Of Kain* series, is currently in development for the PlayStation®2 computer entertainment system and the Xbox™ video game system from Microsoft. **Legacy of Kain: Defiance** is currently slated to arrive in stores in Fall 2003.

“*Legacy of Kain: Defiance* skillfully combines the strongest elements the franchise has brought to the video gaming universe,” says Rob Dyer, President of Eidos Interactive. “The combat, action, and story of *Legacy of Kain* will set a new standard in epic adventure gaming.”

Legacy of Kain: Defiance is the next chapter in the epic *Legacy of Kain* series. Players will take control of the two most powerful and highly evolved vampires ever: Raziel, the demonic antihero of the *Soul Reaver* series of games, and Kain, the all-powerful demigod that has appeared in every game in the series. Raziel and Kain must battle through a world loaded with conflict and intrigue. The two characters will unleash all their powers in order to unravel their destinies and defeat the dark forces that seek to condemn their world to eternal damnation.

Legacy of Kain: Defiance will offer an extensive list of features completely new to the *Legacy of Kain* franchise. Both Raziel and Kain make appearances as fully playable characters in all of their blood sucking, soul devouring glory. A groundbreaking cinematic in-game camera is unveiled, capturing every moment of the action as well as showing breathtaking environments from the best possible point of view. The completely “re-vamped” combat system promises to be accessible, responsive and satisfying, allowing for non-stop action and thrilling combo moves

unique to each character. The inclusion of the new “telekinesis” feature will play a fundamental role in not only deepening the combat system, but level and puzzle progression as well. Visceral and sinister feeding events take these brothers in blood back to their dark and twisted roots, as they must devour the blood and souls of hordes of human, demonic and undead foes to satisfy their hideous appetites.

New features such as a ‘save anytime’ system, which allows the player to save their progress at any point in time, will add to the seamless, action-packed gameplay. Secret areas and hidden bonus items will reward exploration, enhance replay value, and lessen overall linearity of the game, as players can revisit any areas once navigated in search of additional missed treasures.

“With *Legacy of Kain: Defiance*, we are taking the series in a new direction, emphasizing heroic action while still preserving the game’s compelling story and adventure elements,” states Amy Hennig, Project Director at Crystal Dynamics. “Reuniting the series under a new banner, *Legacy of Kain: Defiance* features both Kain and Raziel as playable characters, their stories intertwining as they confront hordes of enemies in fierce, fast-paced battles. Our innovative new combat system emphasizes intuitive controls, over-the-top attacks and combos, powerful telekinetic assaults, and visceral finishing moves which draw from our heroes’ dark, vampiric natures.”

About Eidos Interactive

Eidos Interactive is one of the world’s leading publishers and developers of entertainment software. Eidos develops and publishes a diverse mix of titles for the PC, PlayStation®2 computer entertainment system, Nintendo GameCube™ and the Xbox™ video game system from Microsoft. For more information on Eidos and its products visit <http://www.eidos.com>

###

*"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

**Xbox and Microsoft are trademarks of Microsoft Corp.

**This title is not yet officially concept approved by Sony Computer Entertainment America