



DreamCatcher Announces Public Multiplayer Beta Test for Genesis Rising: The Universal Crusade – PART 2!

Toronto, October 12, 2006 – DreamCatcher Games today announced that it is accepting applications for Part 2 of the Public Beta Test of its highly anticipated futuristic 3D RTS game, *Genesis Rising: The Universal Crusade*. Due to overwhelming demand we have started a brand new application process that will begin on Thursday, October 12, 2006 and will close on Thursday, October 19, 2006.

Testers will be selected based on a variety of criteria which will also include their system specifications. Minimum system requirements to participate in the Beta Test are as follows:

OS: Windows® 98/2000/ME/XP
CPU: 1.5 GHz Intel® Pentium® 4 or AMD® Athlon™
RAM: 512 MB
Disk Space: 2 GB
Video Card: NVIDIA® GeForce® 4 Ti 4200, ATI® Radeon® 9500 (or Better)
Sound Card: DirectX® 9.0c Compatible
DirectX®: 9.0c or Higher
CD/DVD-ROM: 8x or Higher
Internet: 56 Kbps or Faster Internet Connection (High Speed Is Strongly Recommended)
Local Network: TCP/IP Compliant LAN
Other: Keyboard/Mouse/Speakers

To fill out an application for this second installment of the Genesis Rising Beta Test please visit: <http://www.genesisrisinggame.com/betatest>

We thank all the current members of our first Public Beta Test for their valuable contributions to the game and look forward to additional feedback from our new applicants.

Set in a mysterious future universe where organic machines are built using genetic engineering, players in *Genesis Rising: The Universal Crusade* will take on the role of Captain Iconah, a battle-hardened fleet commander and a brilliant genetic designer. 3000 years after what humans believe was the arrival of “the savior”, there is only one part of the Universe that remains unconquered – it is the galaxy where the Universal Heart, an enigmatic entity that spawned all life and matter into the universe, is hidden. At least, that's what the humans believe...

Embark on an epic quest to explore and conquer the Universal Heart!

Features

- Revolutionary 3D engine that allows for real-time morphing of gigantic spaceships
- Unique setting in a world of genetic engineering
- Modification of organic units on the fly
- Incredible variety of units and freedom of strategies
- Cross-genre mix of the best elements from strategy and RPG by means of various gene upgrades
- Fast-paced, arcade-like gameplay with intense, close-up combat
- Engaging interactive cinematic sequences with original and charismatic alien races
- Real-time diplomacy and trade

Genesis Rising: The Universal Crusade is currently in development by Metamorf Studios and is scheduled for release in early 2007. The title has an expected ESRB rating of 'T' for Teen in North America and 12+ PEGI in Europe. For further information please visit our website at www.dreamcatchergames.com.

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If you host or post, please let me know.

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About DreamCatcher Inc.:

DreamCatcher Inc. is a leading worldwide publisher and distributor of interactive entertainment software. Established in 1996, the company markets its products under two popular labels: *DreamCatcher Games*, featuring the critically acclaimed, best-selling game *Painkiller*; and *The Adventure Company*, the number one brand for PC adventure game sales worldwide including award winning titles such as *Syberia* and *Agatha Christie: And Then There Were None*.

DreamCatcher products include titles for the PC as well as leading hardware platforms - the PlayStation®2 computer entertainment system, the PlayStation®

Portable (PSP) system, the Xbox® video game and entertainment system, the Nintendo GameCube® and Game Boy® Advance.

DreamCatcher's head office is located in Toronto, Canada. The company also services European, Middle Eastern and Australasian territories through its international office based in Paris, France.

Visit www.dreamcatchergames.com for more information.