



For Immediate Release

DreamCatcher Launches Official Website and Announces GameSpy Beta Test for *Genesis Rising*

Toronto, December 20, 2006 – DreamCatcher Games today announced the official launch of the website for its fast-paced and unique space RTS game and GameSpy Beta Test for *Genesis Rising*.

Featuring the best elements of strategy and RPG games, this original, futuristic game takes place in a mysterious universe where organic ships are built using genetic engineering. Players will be able to alter their ships' DNA on-the-fly and watch them morph in real-time as they gain new and powerful abilities.

Visit the website at www.genesisrisinggame.com to find new screenshots, concept art, videos, and details on factions, units, and characters. The site will be updated weekly.

For those of you interested in the Beta Test, the application process begins today. Visit GameSpy's website at: <http://www.fileplanet.com/promotions/genesisrising/index.aspx> and sign on as a GameSpy member to take part. Selected applicants will participate in this Multiplayer Beta which includes 3 playable factions, an extensive gene tree and a 4 player Death Match Map.

Summary

Three thousand years in the distant future after what was believed to be the arrival of "The Savior," mankind has carved a bloody path across the known Universe. Considering themselves a divine race and beyond reproach as a species, they view all alien races as inferior. Those that do not bend and acknowledge the infinite superiority of the Human genome are subsequently punished or simply destroyed. The dominion of the Human race was ensured by Organids – genetically designed organic machines, easily adaptable to any enemy strategy.

Take on the role of Captain Iconah, a battle-hardened fleet commander and a brilliant genetic designer, as you control a fleet of fully customizable organic ships in an attempt to conquer the last region of the galaxy: the *Universal Heart*, an enigmatic entity that spawned all life and matter in the universe. At least that's what the Human's believe...

Take command and lead your fleet to a glorious destiny and ensure the survival of mankind.

Features

- Genesis Rising is a space RTS that incorporates the best elements of role-playing games; immersing the player in a rich back story and drawing them into an epic crusade that they won't soon forget.
- The non-linear single player campaign is comprised of over 30 branching missions that unfold as choices are made based on the actions you take.
- GameSpy® Multiplayer featuring 12-player support and many multiplayer maps on which to flex your dominance!
- A co-op mode in which two players can work together and control one fleet!
- All of the 20+ gene-based Organid ships in the game can be customized with over 50 different weapons and abilities; giving the player thousands of possible combinations to choose from when constructing a fleet.
- As genes are inserted, ship models will morph in real-time to reflect the choices that you make!
- Expand your genetic capabilities through the invasion of enemy vessels, steal unsuspecting technology and maximize your gene bank's diversity.
- Change genetic makeup on-the-fly and adjust your approach based on your enemy's fleet; recycling unused genes to meet any demand.
- Resource gathering, technology upgrades, and combat are refined, making *Genesis Rising* accessible to even the most novice RTS players.
- The universal resource in the game is blood air, which in addition to genes, can be harvested from the lifeless carcasses of Organid ships.
- Many non-player character alien races share the vast emptiness of space with Humankind. Make alliances with other races to secure their support and technology, or purge them completely and take whatever you want!

Genesis Rising is currently under development by Metamorf Studios and is scheduled for release in March 2007. The title has an anticipated ESRB rating of 'T' for Teen in North America. For further information, please visit www.GenesisRisingGame.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.