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METRO3D DEBUTS ‘ARMADA 2: EXODUS’

FOR NEXT-GENERATION CONSOLE PLATFORMS

Sci-Fi Action Game Offers Vast, Individualized Game Worlds and Online Play

E3, LOS ANGELES, CA, May 11, 2000 – In space, even the aliens are sore losers and in Metro3D, Inc.’s **Armada 2: Exodus** for Sega Dreamcast™ and PlayStation®2 computer entertainment system, they are back with one thing in mind: total destruction of humanity. With space as its infinite backdrop, **Armada 2: Exodus** is a massive real-time role-playing game (RPG) where no two games are ever the same.

“*Armada 2: Exodus* is a beautifully composed game that combines real-time game play with a wide variety of classic RPG and action elements,” said Meredith King, Marketing Manager for Metro3D. “A completely new experience at every start-up, *Armada 2: Exodus* provides the scope, challenge and re-playability of a genre-buster.”

In *Armada*, the popular predecessor to **Armada 2: Exodus**, denizens of space banded together and formed the Allied Command to repel the attacks of an invading Alien Armada. Thanks to superior technology, the Armada attack was unsuccessful. However, the invading Armada deployed the Armada Beacon which summoned a horde of biomechanical aliens, and thus began Operation: Exodus.

In **Armada 2: Exodus**, players assume the role of Governor of their frontier outpost whose goal is to develop safe-havens throughout the region in the hopes that some humanity survives the second Alien onslaught. Commanding a powerful ship, players take on the incoming Armada and gain experience points and money so that they may upgrade their ship, and participate in missions to improve their civilization.

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With infinite missions, **Armada 2: Exodus** is an online tour de force where each new game is entirely unique. Highlights of **Armada 2: Exodus** include:

- Online game for up to four people and all action takes place in real-time;
- Six player races including Terran, Nomad, Eldred, Scarab, Drakken and Vorgan;
- Each race has its own special skills. For example Scarab may convert the Armada unit to a friendly one via invasive nanotechnology and robotic implants;
- Lethal “Boss” organisms from the Armada such as Broodhome, Death Claw and The Guardian;
- An unparalleled arsenal of pickups. Players may acquire more than 1.2 million different items;
- Four person multiplayer whereby players can invite others to their game world and trade items they have already acquired;
- Expansive variety of space environments including asteroid fields, plasma clouds, energy storms, and strange phenomena such as worm holes;
- Numerous planets with unique surfaces such as ice, desert, lava, jungle and infested.

Available at computer superstores, software specialty outlets, toy stores and mass market venues nationwide, **Armada 2 Exodus** will be available this summer for a suggested price of \$49.99.

For more information on Metro3D’s entire lineup of exciting products, stop by Room #7339 in Kentia Hall during the Electronic Entertainment Expo or visit the company on the Web at <http://www.metro3d.com>.

Metro3D is a developer and publisher of game titles for all major platforms, including next generation consoles, PCs and popular handheld systems. Leveraging expertise in game development, content creation and digital effects, the company is an aggressive new contender in interactive entertainment. Metro3D is based in San Jose, CA and can be reached on the Internet at <http://www.metro3d.com>.

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