ARMADA 2: EXODUS

Developer:	Metro3D	**PR Contact:**	Dan Harnett
Publisher:	Metro3D		Highwater Group
Platform:	Sega Dreamcast™		(212) 338-0077
	Sony PlayStation®2		dan@highwatergroup.com
Genre:	Strategy		
Shipping:	Fall 2000		
SRP:	$49.95		
Rating:	Everyone		

Story Line

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 begins **Armada 2: 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 to gain experience points and money so that they may upgrade their ship, and participate in missions to improve their civilization.

Features

- 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 and each race has its own special skills, i.e. Scarabs 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;

- Arsenal of pickups as players may acquire more than 1.2 million different items;

- Four person multiplay 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.