For Immediate Release

DreamCatcher Games To Release Dungeon Lords Collector's Edition
D.W. Bradley's RPG Receives Royal Treatment

Toronto, Canada – December 6, 2005 - DreamCatcher Games today announced that they will release a *Collector's Edition* of their best-selling RPG game, *Dungeon Lords* on January 27, 2006.

In addition to all of the latest updates, The *Dungeon Lords Collector's Edition* will include new quests, spells, effects, monsters and amazing new heraldries and character customizations to take your RPG experience even deeper. "We're very excited to offer a Collector's Edition of Dungeon Lords," said Product Marketing Manager, Byron Gaum, "We think that RPG fans will be impressed with the number of improvements and added content since the initial release of the game." The *Dungeon Lords Collector's Edition* will also ship in a limited edition painted metal casing that is sure to look great on any collector's shelf.

The Storyline
Dungeon Lords blends the depth of an Epic Fantasy RPG with the flexibility of an FPS-style control system. Gamers journey through a land of ancient castles and dungeon lairs to engage in real-time tactical combat with a variety of deadly foes. It's not just about the battles though, as magic spells and hundreds of powerful weapons and artifacts play a huge role in the game.

The game features an abundance of personal missions and quests along with numerous characters to interact with. Players can customize an extensive variety of skills and special abilities for the hero, including race, features and class specializations. The simple and intuitive design will thrill RPG and action fans alike and supports cooperative multiplayer for up to eight players.

***Dungeon Lords Collector's Edition* Game Features:**

- The depth of an epic Fantasy RPG with the flexibility of an FPS-style control system.
- New quests, spells, effects, monsters, heraldries and character customizations.
- A limited edition painted steel metal case.
- 7 playable races including humans, elves and dwarves and also a number of non-human "demi-goth" races.
- 4 schools of magic – Arcane, Celestial, Rune and Nether.
- Co-operative multiplayer, supporting up to 8 people at once over LAN or Internet.
- Created by award-winning developer, D.W. Bradley and Heuristic Park.

The *Dungeon Lords Collector's Edition* ships in North America on January 27th, 2006 with an ESRB rating of 'T' for Teen. The game will also ship in Q1, 2006 with a PEGI rating of 16+ in Europe. For more information, visit www.DungeonLords.com.

About DreamCatcher Games:
DreamCatcher Games is a worldwide publisher and distributor of interactive entertainment software committed to the release of quality action, strategy and role-playing games on the PlayStation®2 computer entertainment system, the Xbox®

video game system from Microsoft and Windows®. Its large portfolio of games includes Painkiller: "Single-Player Shooter of the Year" and the official title of the 2005 CPL® World Tour. More information about DreamCatcher Games and its products can be found at http://www.dreamcatchergames.com.

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