For immediate release

DreamCatcher Announces Public Beta Test for Dungeon Lords

Toronto, September 23, 2004 – DreamCatcher Games today announced that it is accepting applications for the Public Beta Test of its Combat-RPG, *Dungeon Lords*. The application process will begin on Monday, September 27th at 12:00 p.m. EST and close at 12:00 p.m. EST on Monday, October 4th.

The test will include both single and multiplayer components and entrants may apply for one or both. Testers will be chosen based on applications and ability to play RPGs. The minimum system requirements for the test are a 1ghz proc with 256 RAM and a Geforce 2. The application can be found at http://www.dreamcatchergames.com/dci/forms/betatester/.

Dungeon Lords combines the depth of an epic fantasy role-playing game with first-person shooter-style controls and a user-friendly interface to create a new type of combat-RPG. Role-playing game fans will delight in the depth of character and skill development available, while those new to the genre can easily jump into the action. Ancient castles, dark forests and dungeon lairs are among the varied environments that players will explore in order to uncover secrets embedded in the detailed storyline.

Dungeon Lords Features:

- Real-time player control of all combat tactics, including a vast selection of weaponry, magic spells and powerful artifacts
- Detailed character development includes a host of personal attributes, skills, and special abilities
- Four completely distinct schools of magic
- Multiple class specializations, each with unique abilities and attributes
- Extensive inventory features common, rare, and unique items
- Full support for multiplayer group game sessions for up to eight players
- Multiplayer adjusts to the number of players; the more players, the more difficult the monsters they encounter

Dungeon Lords is designed, written and developed by award-winning computer game author, D.W. Bradley and Heuristic Park. This title has an expected ESRB rating of 'T' for Teen in North America and 12 + PEGI in Europe. The game will release in North America on November 10th and across Europe beginning November 19th. For more information, visit www.DungeonLords.com.

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About DreamCatcher Games

DreamCatcher Games is a fast-growing publisher and distributor of interactive entertainment for both core gamers and the mass market. Established in 1996, DreamCatcher is committed to publishing great games Windows®, PlayStation®2 computer entertainment system, Xbox™, Game Boy® Advance and GameCube™ gaming consoles. Visit www.dreamcatchergames.com for further details.

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