

For Immediate Release

23rd February 2001

**Empire Interactive plc**  
("Empire" or "the Group")

**Empire Interactive bolsters 2001 line up with  
Sega's Get Bass & Sega GT for the PC**

Empire Interactive, the UK based computer games developer and publisher, listed on AIM, today announced that it has secured the European publishing rights to *Get Bass* and *Sega GT* on PC-CD Rom, to be released in June 2001.

These latest signings further strengthen Empire's already successful relationship with Sega Enterprises and come as exciting additions to an already impressive 2001 line-up. Developed and converted by Sega Enterprises, Ltd, both titles are recreated from the highly regarded Dreamcast versions and its arcade parent.

**Empire Interactive's CEO Ian Higgins said**, "It's great to extend our relationship with Sega and add two further high quality titles to our line up for this year".

**Kazotoshi Miyake, COO of Sega Europe commented**, "Empire's release of these two great Sega developed titles can only help strengthen our position as the most innovative software developer around."

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**For further information, please contact:**

**Empire Interactive plc**  
Ian Higgins, CEO (ian@empire.co.uk)  
Dawn Beasley, PR Manager (dawn@empire.co.uk)

020 8343 7337

**Square Mile BSMG**  
Kirsty Hall/Christian Wilkinson (info@sq-mile.com)

020 7601 1000

**Notes to Editors**

Empire Interactive is a leading publisher of interactive entertainment software that has been established for 14 years. The company floated on the Alternative Investment Market (AIM) of the London Stock Exchange in July 2000. Headquartered in the UK, Empire Interactive also has offices in the US, Germany, Italy and Spain. The company develops and publishes a varied range of titles for the Sony Playstation®, Sony Playstation® 2, Sega Dreamcast and multimedia PC markets in the US, Europe and Asia. Further information about Empire Interactive and its products can be found at: <http://www.empireinteractive.com>

*Get Bass* truly simulates the feeling of sports fishing in a full 3-D virtual lake – waiting patiently for a tug at your lure and BAM! You got a Bass! Just hold on tight, reel it in and don't break the line. Three modes are included in this version, making this non-stop fun for all levels of expertise. The game will be available packaged with a fishing rod controller, with force feedback, which makes the gameplay ultra-realistic and also as a stand-alone product.

*Sega GT* looks stunning on the PC and is a car enthusiast's dream come true. Players can choose from over 130 authentic sports cars, each one recreated from the manufacturers specifications to deliver the look, feel and performance of their real-life counterparts. Budding drivers who are looking for more depth and control can cruise over to the Car Workshop and design their dream car from the ground up, with over 2 million possible combinations. Having assembled the perfect driving machine, you can then try it out on 22 courses in 3 championship racing modes. Combine all of this with split-screen versus action and the PC's stunning graphics, and you've got the most realistic racing simulation ever.