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METRO3D DEBUTS 'DARK ANGEL: VAMPIRE APOCALYPSE'

FOR SEGA DREAMCAST

Epic Real-Time RPG Immerses Players in Vast Gothic World

E3, LOS ANGELES, CA, May 11, 2000 – Maximizing the advanced technical capabilities of Sega Dreamcast™, and combining it with an engaging story line, well-developed characters and real-time action, Metro3D, Inc. premieres **Dark Angel: Vampire Apocalypse**. An original, new, role-playing game set in a gothic world of horror and mystery, in **Dark Angel: Vampire Apocalypse**, players assume the role of Anna as she sets out to find a cure for a crippling disease that is infecting her people and ultimately, determine why she is possessed with superhuman powers.

“Like a cinematic production, **Dark Angel: Vampire Apocalypse** has all the elements of a successful entertainment property – well-developed characters and story, and an immersive environment which suspends reality and thoroughly involves the participants,” said Meredith King, Marketing Manager for Metro3D. “Sega Dreamcast platform makes creative sense because it allows us to give players a graphically rich experience in real-time without any turn-based combat or menus.”

Thanks to a secret pact with the Vampire Underworld, Warlord Yagma gained control over Gothos. Now, 13 years later, a strange plague has descended upon the people, causing them to turn into hideous mutants. Out of hope, the people turn to Anna, a young woman with special powers, to find a cure for the crippling disease and ultimately, defeat Yagma.

Features of **Dark Angel: Vampire Apocalypse** include:

- Proprietary Engine – internally developed by Metro3D’s in-house development group, and takes full advantage of Sega Dreamcast’s 3D acceleration hardware. Runs in continuous real-time mode and never saps to turn-based combat.

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- Character AI – advanced artificial intelligence brings the in-game characters to life and intensifies the action:
  - Monsters behave independently and unpredictably. They may cower in fear as players approach, but then attack when players are not looking, beg for mercy, or ride off on another passing monster;
  - Groups of monsters show organizational and intelligent tactical abilities;
  - Inhabitants of the world remember each interaction with the player and react accordingly. They might join as AI allies or they may turn into foes.
- Open Architecture – players may freely roam the kingdom of Dark Angel. Each level is a re-playable module that allows players to re-visit to build up power, skills and strength.
- Ever-Changing Landscape – the game world changes as Players gain experience: cities grow prosperous or fall to plague; tranquil forests become battlefields and ancient crypts lie dormant waiting for players to unlock their secrets.

**Dark Angel: Vampire Apocalypse** will also utilize the Sega Dreamcast VMU (Visual Memory Unit) feature, allowing players to build their skills and store their abilities and unique items. Once acquired, players can then swap these items with other players using two VMUs.

Available at computer superstores, software specialty outlets, toy stores and mass market venues nationwide, **Dark Angel: Vampire Apocalypse** 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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