



## Die Hard Cubed

### Leading UK developer, BITS Studios signs its Next Gen John McClane adventure with Vivendi Universal Interactive Publishing International

ECTS, 3<sup>rd</sup> September,

Fans of the **Die Hard** movies can Yippie Ky-Yay for joy as leading UK developer Bits Studios announces that it has signed a deal with Vivendi Universal Interactive Publishing International to distribute its forthcoming **Die Hard** title, currently being developed under licence from Fox Interactive, throughout Europe. The first-person action adventure is due for release on Game Cube during 2002.

**Die Hard** Game Cube (working title) is a first-person shooter unlike any other. Featuring an original plot set a few years after the events in *Die Hard: With A Vengeance*, players will battle through several distinct locations – including a return to the original Nakatomi Plaza, now completely finished – and encounter a host of unique and inventive set pieces designed to bring the **Die Hard** world vividly to life.

"We are delighted to have completed this deal with Vivendi Universal Interactive Publishing International," says Foo Katan, Managing Director and CEO of Bits Studios. "With a title as important as **Die Hard**, it was important that we picked a partner with the necessary muscle to do the game justice – and VUIPI is just the company. **Die Hard** Game Cube will really push the first-person action adventure genre into new ground. With VUIPI on board, we aim to set new standards by which all others will be judged – both critically and commercially.

**Die Hard** Game Cube will further the genre with powerful cinematic effects. In terms of plot, it is way ahead of anything in development, with its narrative twisting and turning to an explosive conclusion. Non-player characters populate the game world and play an integral part to the adventure, as McClane battles to find allies among a world of adversaries.

McClane himself is blessed with a huge array of moves. From stealthily capturing terrorists and forcing enemies to disarm, to running into team fights with guns blazing and saving hostages he's the very definition of action hero. As the game is being specifically designed for Game Cube, the controls are being implemented with console gamers in mind.

Furthermore, like the films, **Die Hard** Game Cube will feature moments of sheer exhilaration combined with situations which demand extreme stealth – all handled with a seamless control method designed to let the player combat the opposition, not wrestle with the joypad.

**Die Hard** Game Cube is due for release during 2002. Further details will be released shortly.

Ends

For further information, please contact:-

**Bits Studios**

Simon Byron

Bastion

Tel: +44 (0)207 490 1323

simon@bastion.co.uk

**About Bits Studios:**

BITS Studios is one of Britain's leading games developers. With nearly 30 titles published over the United States, Europe and Asia on multiple platforms such as Nintendo's Game Boy Color, Game Boy, Super Nintendo & NES, Sega's Mega-Drive, Genesis, 32X, Game-Gear & Master System, PC & Online over BITS's 15-year experience in the games industry. It is currently developing titles for next generation consoles, including Xbox, Playstation 2, Game Cube & Game Boy Advance.

**About Vivendi Universal Publishing**

Vivendi Universal Publishing is a world leader in mass-market multimedia communications. The Company has 22,000 employees and 300 brands in 40 countries and aims to become the unchallenged leader in each of its operating sectors. VU Publishing had 2000 pro-forma revenues of 3.6 billion euros. A leading publisher of online and PC and Console-based interactive content, the Company's portfolio of entertainment software brands includes Blizzard Entertainment, Flipside.com, Sierra and Universal Interactive Studios. Interactive entertainment is one of parent company Vivendi Universal's key content areas, along with movies, music and other publishing activities.

**VU Interactive Publishing Intl** is the worldwide sales, marketing, localization and logistics entity of **VU Publishing Games** and **VU Publishing Education** software divisions for Europe, Latin America and Asia Pacific. Located in Meudon (France), it is headed by Christophe Ramboz.