



Mythic Blades Has Gone Gold

For Immediate Release

PROVO, Utah/EWORLDWIRE/March 24, 2005 --- Cartel Games and Vermillion Entertainment are pleased to announce that Mythic Blades has officially "Gone Gold". Fighting and Action gamers will be able to purchase Mythic Blades directly through the Cartel Games online store at <http://www.cartelgames.com>. Mythic Blades is scheduled for release the week of April 21, 2005

Mythic Blades is a visually breath-taking entertainment title. It places the player in the role of Legendary Hero or Terrifying Monster, during combat, to determine the fate of the Olympus. Ares has challenged his father. If Ares wins, he will take over Zeus' place and rule over the Olympus - but the battle does not take place there. Instead, it will be fought between Man and Monster.

Eric Petersen, creative director at Cartel Games, said, "We're very excited about the many enhancements that have been made to the RAGE engine for Mythic Blades. We feel the game represents that sweet spot between gameplay and innovation. Vermillion Entertainment has managed to improve the game in every detail. This is a top quality game by any standard."

Mythic Blades features the RAGE game engine, with fantastic rendering ability while staying compatible with older computers. The game engine was built for speed and it shows. The RAGE Engine has the ability to render fast-paced action at a picture quality of a whopping 1600x1200 resolution while supporting 16-bit and 32-bit color and texture depth.

Miguel Angel Nieto Pineda, owner of Vermillion Entertainment said, "The incentive to create one of the best looking fighting games ever was a deciding factor to develop Mythic Blades for the PC. Cartel Games gave us the opportunity and support we needed to turn Mythic Blades into a terrific game. Have fun!"

Game Features:

- 12 legendary characters, taken straight from Greek Mythology including Perseus, Jason and Medusa.
- 10 Arenas to test your skills.
- 3D arenas with camera control.
- Visually stunning models, backgrounds and special effects created in a beautiful artistic style.
- Four skill levels in the single player game.
- Players can watch each character's story unfold in single player or challenge a friend in versus combat.

Minimum requirements:

- Processor: 600 MHz
- Ram: 64 MB
- Video Card: 32 Mb 100 percent OpenGL compatible
- DirectX 7
- Win 98/ME/2000/XP

About Cartel Games

Cartel Games produces, markets and publishes fighting/action games as well as other computer gaming products. More information is available at the Cartel Games Web site at <http://www.cartelgames.com>.

About Vermillion Entertainment

Vermillion Entertainment is a development group based in Queretaro, Mexico. More information is available at the Vermillion Entertainment Web site at <http://www.vermilliongames.com>.

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