THE MYTHOLOGIES AND BOSSES OF *MYTHEON* REVEALED

Players Will Embark On A Heroic Mythological Journey And Face Battle With The Larger-Than-Life God, Poseidon

AUSTIN, Texas - (March 8, 2010) -- True Games Interactive, an international multi-player online game developer and publisher, along with award-winning developer, Petroglyph, released details about the unique storyline and challenges in *Mytheon,* the highly-anticipated online, multiplayer action/RPG with strategic game play due this Spring (www.MytheonGame.com).

The ancient Greek mythology and expansive folklore of *Mytheon* transports players to a time where heroes do battle with legendary monsters and gods. Chief among the grand and colossal gods in the ancient world is the mighty Poseidon, god of the seas and earthquakes, and the creator of horses, including the famed Pegasus. One of the early environments in *Mytheon* is The Shattered Isle, a mystical island created by Poseidon to house his family and loyal servants. This island represents the dichotomy of the seas; beautiful and tranquil on one side, and dark and treacherous on the other.

Poseidon was the first and only god to attempt an outright assault on the fabled city of Argos. Had it not been for the protection of the Golden Fleece, the city would have fallen. He is encountered on the Shattered Isle where he is amassing an army to destroy the city of Argos. Poseidon's wrath is born out of arrogant jealousy over mankind's newfound favor with the Fates. For millennia, he has blessed mankind with such gifts as his beloved horses and the secrets of sea-faring.

"Experiencing the myths and legends we grew up with are what make *Mytheon* such a unique online experience and the giant gods in the game are an amazing challenge, said Peter Cesario, director of new business and product development at True Games Interactive. "For years video games have been trying to capture the essence of fighting something so powerful, so huge that it is god-like; *Mytheon* is the real thing."

Challenging a god-sized boss is one of the many thrilling encounters *Mytheon* players will face. And none is more epic than battling Poseidon, the master of earth and water who uses these primal elements to decimate entire legions of men. It is ill-advised to rely on summoned structures in this epic fight, for Poseidon's mastery of the earth will ensure their destruction. At his command are the various creatures of the ocean, including a giant man-eating sea monster called the King Sentinel. Guarding Poseidon's temple is the majestic Pegasus—in order for Poseidon to be challenged, Pegasus must first be defeated, proving the Stonecaster's worthiness to face the mighty deity himself.

"Using mythologies from the various civilizations throughout our history as the basis of the story of *Mytheon* has given us a wealth of material to pull from," said Chris Rubyor, lead designer of *Mytheon* at Petroglyph. "We wanted the player to feel instantly familiar with the monsters and gods he or she will be fighting, but still feel a sense of awe and wonder at the encounters. We look forward to expanding on the Greek mythology that greets players in *Mytheon* to even more incredible encounters from Egypt, Asia and more as we continue to expand the game."

Mytheon is an online, multiplayer action/RPG with strategic game play where players experience classic mythology come to life and challenge legendary gods to define their own fate. Players, or "Stonecasters", are powerful humans imbued with the ability to cast spells, summon minions, and erect structures that aid them in battle. An assortment of classes are available that approach combat differently and offer a range of unique, cinematic abilities.

Using some of the best and most familiar mechanics from traditional collectible card games, players will earn, buy, trade and collect stones they can assemble similar to deck-building among a thriving online community. Several compelling features have been added to create fast, visually stunning 3D combat sequences with a deep layer of strategy beneath it.

For additional details on *Mytheon* and to sign up for the closed beta test please visit: http://www.MytheonGame.com. To follow all the latest news,

please visit http://www.facebook.com/mytheon,
http://twitter.com/mytheongame
and http://www.youtube.com/group/mytheon

About True Games Interactive

Based in Austin, Texas, True Games Interactive is an international multi-player online game developer and publisher. It was founded by a core team of MMO industry veterans with extensive experience in publishing and operating online games. True Games brings new and innovative development ideas online, delivers them with a state-of-the-art game platform, and leverages micro-transaction revenue models. True Games released its first game, Warrior Epic,(www.warriorepic.com) in 2009 and this Spring will launch Mytheon, its premier online, multiplayer action/RPG with strategic game play elements
set in an online mythology-based universe.

They are working with world-class publishers to license existing online titles and world-class developers, including Petroglyph (www.MytheonGame.com), to create games exclusively for online play. The company has multiple titles in development at its wholly-owned development studios based in Austin, Texas and Beijing, China.

UTV Software Communications Ltd (UTV), India's first integrated global media and entertainment company, holds a strategic stake in True Games Interactive.

About Petroglyph

 Founded in 2003, Petroglyph is an award-winning, independent game development studio located in Las Vegas, Nevada. The company is comprised of industry veterans with a studio-wide average of over ten years in game development. The Petroglyph team specializes in the Action RPG and Real-Time Strategy (RTS) genres, leveraging the experience gained from developing original hit franchises for PC and consoles. Petroglyph uses their proprietary GLYPHX Online game engine, tools and technology to power their next-generation titles. For more information about Petroglyph, please visit www.petroglyphgames.com.

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