

For Immediate Release

**BRIAN FARGO, INXILE FOUNDER AND DEVELOPER OF
THE BARD'S TALE, PARTNERS WITH OMAKE INTERACTIVE SERVICES
TO FORGE PARTNERSHIPS THROUGHOUT ASIA-PACIFIC**

Video Game Industry Veteran Will Seek Publishing Partners For
Highly Anticipated Role Playing Game Due in 2004

SYDNEY, AUSTRALIA – (November 30, 2003) - Brian Fargo, founder of inXile entertainment and original producer of the landmark game *The Bard's Tale* published in 1985, has partnered with Omake Interactive Services to pursue strategic publishing relationships throughout Asia for his company's first title due out in late 2005. The new title, also called *The Bard's Tale*, for the PlayStation 2, the Xbox and the PC, has already generated intense awareness and anticipation in North America since its announcement on September 30 and is expected to be a strong seller in the rest of the world.

inXile has established a publishing agreement with Acclaim Entertainment for European territories but is now expanding its interests into Asia. inXile's CEO, Brian Fargo, has had extensive experience pursuing the Asian market since his early days at Interplay. He established a well-developed staff to focus on the Asia Pacific region for distribution and joint development ventures.

"I appreciate the size and the depth of the gaming culture throughout Asia and the types of partnerships required to make a game successful," said Brian Fargo, founder and CEO of inXile entertainment. "I feel that the Asian market will embrace *The Bard's Tale* because of its sophistication and its humor."

inXile's goal is to establish a close network of distribution and joint development across Asia with an open flow of product from East to West. Brian Fargo noted, "I have tracked the Asian game market for many years and know local content tends to sell better than western titles. However, I believe a true AAA title that appeals to many cultures can transcend the traditional market barriers."

To achieve this goal, Mr. Fargo has appointed Omake Interactive Services, an Asia Pacific gaming specialist, to establish early partnerships for *The Bards Tale*. Omake will also explore longer term partnership opportunities for inXile.

About inXile

Headquartered in Newport Beach, California, inXile entertainment was founded in 2002 by industry veteran Brian Fargo, who turned one of the first small game developers from

the early 1980s into one of the top 5 PC game publishers of the 1990s. Development focus is on producing Role-Playing Games (RPGs) from a legacy of creating and releasing iconoclastic RPGs to market like *Wasteland*, *Dragon Wars*, *Fallout*, *Neuromancer*, and *Baldur's Gate*. For more information, visit www.inxile-entertainment.com

About Omake Interactive Services

Omake Interactive Services was formed early in 2003 to service the growing interactive games industry within Asia and the Pacific Rim.

The key outsourcing services offered by Omake include strategy formation and implementation, distribution and agency services, joint venture development and capital investment funding.

With over 15 years of gaming experience in the industry and region, Omake offers a unique path through to success in this region.

www.omakeinteractive.com

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inXile Entertainment

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