KKND2: Krossfire Press Kit

Welcome to our online Press Kit for KKND2.

In these pages you will find all the information you need to know about our company and products. Specifically, this kit contains:

- KKND2: Krossfire sellsheet and specifications
- What the magazines are saying - quotable quotes from the reviewers
- KKND2: Krossfire backstory
- Press release: KKND2: 2D real-time strategy games still rule
- About Beam International and Melbourne House

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For more information check out our web site at:

http://www.melbournehouse.com/kknd2/

KKND2: Krossfire

KKND2: Krossfire takes all that was hailed from KKND and KKND Xtreme and whips it up into an enormous molotov cocktail of real-time strategy fury. The Survivors are back, freshened up after spending 40 years away from the radio-active surface. The evolved are there as well, fired up after spending 40 years in radiation and becoming even more mutated. And the Series 9, agricultural robots gone REAL wrong, have shown up to punish humanity for ruining their livelihood. It's gonna be a great war, so long as you keep a head on your shoulders.

Features of KKnD2

- 51 single player missions in a non-linear structure
- Three different armies to choose from: the militant Survivors, the mutated Evolved and the mad-as-hell Series 9 Robots.
- Over 50 units - land and all-new air and amphibious - for each team
- Advanced CPU AI learns from terrain and continually uses scouts to assess the players' strengths and weaknesses
- Multiplayer support for up to 8 participants (including CPU players) using TCP/IP and LAN, with 20 multiplayer maps provided
- Full mission editor for single and mulitplayer maps
- Custom made constructible units and fully editable existing units
- 3D terrain emulation allows player tactics such as high ground advantage, trap setting and hiding underground
- Fog of War with true line of sight allows for hiding and ambushing
- New unit controls - Waypoints and new orders including fight, defend and patrol
- Alternative power sources - can't get to the oil? build a windmill!
- KKND2 uses the FAMOUSTM facial motion capture system to bring the rendered mission briefings to life
- 3 all-new, fabulous-looking landscapes: Highlands, Urban and Desert allow terrain interaction, including destructible bridges

System Requirements

Pentium 133
16 Meg Memory
4x CD-ROM drive
SVGA Graphics Card with 2 Meg RAM
100 meg hard disk space

Languages: English, German, French, Spanish & Mandarin

Format: Win '95, Windows NT 5.0, Windows 98

What the magazines are saying....

"A strong real time strategy game that is definitely worth checking out for any fan of the genre - 89%"

- Hyper Magazine

"From what we've seen of the game so far, it really does look very impressive - some of the best graphics we've seen in an RTS game, without doubt."

- PC Powerplay

"... the computer KI [AI] is one of the best in this genre at the moment. - 86%"

- PC Action

"Certainly it is an improvement, and I think a dramatic one, over the original."

- Adrenaline Vault

"This is one of the most entertaining RTS games I've played recently. ... This game is easily worth your money... - Score: 90%"

- Computers R Us

"... no doubt KKND fans will lap it up"

- Games Domain

"Even though KKND [Krossfire] will be up against some stiff competition, I can still envisage many more sleepless nights."

- PC Gamer

Kill Krush 'n' Destroy 2 is showing a lot of promise, mainly because it adds several new features that actually work (and are actually useful) to a marketplace full of clones.

- Game Online

"To add insult to injury, they've gone and made the sequel better than the original! How unoriginal."

- Riot.com.au

Backstory

It's 100 years since nuclear warheads totalled the Earth, 40 years since the militant Survivors crawled from their underground bunkers to struggle against the mutated Evolved for control of the surface. With a victory for either side seeming doubtful, many people from both sides fled the conflict 40 years ago and have spent the time regrouping, licking their wounds, and planning for the next assault.

Now the New Survivors pour out of the ground, trying to retake the surface. The 'Further Evolved' ride mutant beasts to defend the surface once again. But now there's a whole new factor no-one's accounted for. From a line of dust on the horizon, the Series 9 robotic army, revenge in their crazed visors, storm across the land killing anything they can find. The War of the Three Armies is getting underway. Pretty scary huh?

Series 9 Backstory

new killers on the block

Of the nine series of robots, created to take over all the menial tasks of humans, only one survived the great Nuclear War of 2079. Most robots (Series 1-4) were designed for city use, and since the cities were all targeted by warheads, well... kaboom! The Series 9, agricultural robots, were far enough from the cities to survive the blasts.

Sure, the radiation and shockwaves freaked them out a little and they personally wiped out Series 5-8, but hey, everyone can go a little billy every now and again, right? Anyway, it took them many years to develop an understanding of what had happened (the humans had destroyed their crops and their soil - and hence their entire reason for existing), and took them more years still to develop a new emotion - Anger.

In 2140, the year of the Great Surface War, they showed up, finally, to punish the humans, only to find that the humans had plasma cannons and giant acid-spitting scorpions, and all they had were forks and shovels. So they hit their own drawing board, using ideas from the battles they had witnessed. It's now 2179, a hundred years since they were rendered bored. They've got the motive, they've got the weapons, and they've got no respect for human life. At all. Time to crash a party.

Evolved Backstory

"ahhh... we left in the interests of evolution..."

The Evolved splinter group took to their bare heels and scarpered across the land. They slowed down eventually, but their nomadic tendencies kept them traveling, and gave them a lot of time to think. They figured that the reason they had had quite a hefty mutated butt-kicking was that they had stooped to the ways of the old humans - they had used vehicles and other assorted technologies, and the Gods had frowned upon them.

They decided to rebuild their war parties using only mutated animals and warriors. After 40 years, they're ready for anything. And they're about to have to deal with everything.

Survivors' Backstory

"cowards schmowards - we ain't called survivors for nuthin'!"

The Survivor splinter group was overcome with agoraphobia. They took to their shovels and went back underground. And they tunneled. They dug quite a distance; they don't really know how far, but even after 40 years, they're still digging. They went over their battle plans to find out why the Evolved came so close to beating them, and they hit the drawing boards for new vehicle and weapon designs.

They think they've got it right this time, and so it's time to break on through to the other side and smack some freaks up.

KKND2: 2D real-time strategy games still rule

Chairman of Beam Software, Mr. Alfred Milgrom, today claimed that the competition has plenty to fear from Beam's much anticipated real-time strategy game sequel **KKND2: Krossfire**. Even compared against the so-called cutting edge games in the genre - such as Total Annihilation - KKND2 comes up tops.

"There's this perception people have that 3D is better than 2D. It's not technology that matters, it's gameplay. Period. Of course Beam is capable of creating stunning 3D visuals in some of our new games, such as Dethkarz, but we don't really feel it's appropriate for the real-time strategy end of things. In the RTS genre, you're really only looking at a top-view or - at best - isometric game anyway. Large 3D-based RTS games become unworkable unless you have some kind of super-juiced computer because the 3D stuff devours so much of the available resources. And it doesn't even look good.

"And it doesn't have to be that way. In KKND2 we give you all the useful stuff a 3D environment can give - line of sight, height advantage in combat, different terrain types affecting the speed of your units, the ability to hide behind terrain - but are using a fraction of the player's computer resources.

"We can better use those resources for higher color sprites and more detailed backgrounds than anyone else in the market. AND of course for the AI and unit pathfinding which seem to be basically getting overlooked by other companies in this headlong rush for 3D."

KKnD: Krossfire has also added a myriad of improvements since the original. The game now features three unique armies: the militant Survivors, the hideously mutated Evolved and the mad-as-hell Series 9 Robots. Battle can now be

waged across air and sea with the introduction of Aerial and Amphibious units. Constructible units allow the gamer to experiment with self-made armies that will ensure every game is a new experience and a new challenge. Internet play has been vastly improved, and along with the unit and mission editors, this game should fulfill the dream of every KKND fan, as well as winning over a whole new audience of RTS gamers.

The second of three KKND2: Krossfire demos, the Evolved mission, was released last week - the first (the Series 9) was released in May and the third (the Survivor mission) will follow in mid July. The full game is expected to hit shelves in August.

Screenshots and game specs can be found on the KKND2 site at our Press Room:

http://www.melbournehouse.com/kknd2/press_room/

KKnD2: Krossfire is published by Melbourne House who are online at:

http://www.melbournehouse.com

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About Beam International

Beam International Ltd., parent to publishing label Melbourne House, is a leader in the development of computer entertainment products, Internet and animation technologies. Established in 1980, they are also one the world's most experienced software development companies, having developed over 150 different entertainment products for a variety of platforms.

Employing over 100 programmers, designers, artists and technicians, Beam is also the only Australian multimedia software company trading on the Australian Stock Exchange (ASX: BEM). For the financial year 1996/1997, Beam reported a profit in excess of A$12 million for its first year as a listed company.

Beam's technology, creativity, experience and management - together with its ability to respond quickly to changes in the marketplace - are its major strengths.

For further information on Beam International, its subsidiaries and products, visit the Beam International site at:

http://www.beam.com.au

Melbourne House is the publishing arm of Beam International. The 'Melbourne House' name has been associated with computer games publishing since the release of the first home computers. The first game to be published under the Melbourne House imprint was released in 1981, and many of the classic games in computing history have since appeared as Melbourne House games.

Melbourne House has a continuing commitment to excellence and to publishing the very best in computer games, for the most popular computer and console platforms and the Internet.

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