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FOR IMMEDIATE RELEASE

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**RELIC ENTERTAINMENT ANNOUNCES THE ADDITION OF DAN IRISH AS
EXECUTIVE PRODUCER RESPONSIBLE FOR CORE TECHNOLOGY AND SPACE
COMBAT REAL-TIME STRATEGY**

VANCOUVER, BRITISH COLUMBIA – October 7, 2001 – Relic Entertainment announced today that Dan Irish, formerly of Mattel Interactive and Ubi Soft Entertainment, has joined as Executive Producer responsible for the Relic's Core Technology and Space Combat real-time strategy groups, including the Homeworld Franchise.

Irish was the Producer responsible for the *Myst* franchise (from April 1999 until June 2001), which included its most recent chapter, *Myst III: Exile*, as well as *Myst IV*, still in development at Ubi Soft Entertainment. The *Myst* franchise has sold over ten million units worldwide and remains one of the top-selling product lines of all time.

"We are very pleased to welcome Dan to the Relic team," says Alex Garden, CEO, Relic Entertainment. "Dan's tremendous commitment to quality has been a hallmark of his success in the interactive industry. We're confident that his experience will be a significant asset to Relic's ongoing success."

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"*Homeworld* is undoubtedly one of my favorite games of all-time. When I first played it, it all came rushing back to me..." said Dan Irish, Executive Producer at Relic. "*Homeworld* and its incredible gameplay took me back to the roots of why I work in this industry -- my passion for real-time strategy, space combat, and a tremendous commitment to overall product quality."

About Relic Entertainment

Relic Entertainment Inc. is a developer of original content electronic entertainment located in Vancouver, Canada. Relic's debut product, *Homeworld*, was Computer Gaming World's Game of the Year for 1999. Relic currently has 50 employees with 2 titles under development. Relic's founder, Alex Garden, was featured in "The New Game Gods" by PC Gamer Magazine and continues to lead Relic in pioneering new and innovative products.

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