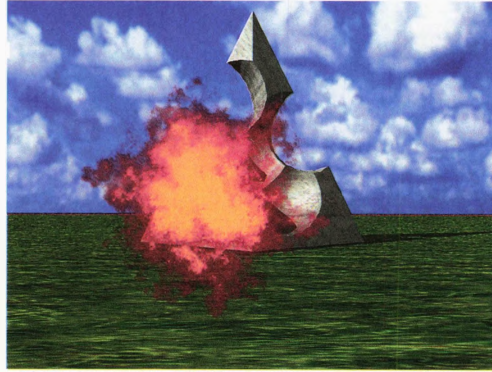


Hellraiser

On a journey to Hell's labyrinth, players are challenged with numerous obstacles including Pinhead and his apostles, an internal clock, and a multitude of clues. Play culminates with the ultimate battle of contestants and Pinhead in Hell's labyrinth. Hellraiser, which builds on the popularity of Clive Barker's cult classic to provide over 60 hours of entertainment, will be released in 1996.



Icebreaker

Icebreaker combines the impulsive fun of an arcade-style game with the intellectual problem-solving aspects of a fast-paced strategy game like Tetris. The game is set in a highly abstract and surreal world in which your enemies are animated pyramids that have come to life and must be destroyed. Icebreaker is scheduled for a 1995 release.



Magnet Interactive Studios, Inc.

Matt Elson
 3255 Grace Street, NW
 Washington, D.C. 20007 USA
 +1.202.625.1111
 +1.202.625.1353 fax
 elson@aol.com

Hardware/Software

Silicon Graphics
 Macintosh
 IBM PC
 Alias
 SoftImage
 Matador
 Macromedia Director
 3D Studio
 Adobe Photoshop

