



Team XKalibur and Mythri for Game Boy Advance Fact Sheet

In late 1998, we founded Team XKalibur under the philosophy of gamers making games for gamers. In 2000, we announced our first title--Mythri for the Game Boy Color. Unfortunately, we never found a publisher, and the project was put on hold.

Luckily for gamers everywhere, Variant Interactive has stepped up to publish a newly redesigned Mythri on Nintendo's Game Boy Advance. With a newly redesigned battle system, fresh script, and over 65 locations, Mythri promises Role-Playing gamers everywhere a solid gaming experience in the second quarter of 2004.

Mythri is an anime-styled RPG for the Game Boy Advance portable video gaming system. The storyline follows Kageru, a farmer on the planet Gaia who finds himself swept away in events which are out of his control. The player will control Kageru as well as five other characters in a party of up to four characters at a time.

FEATURES:

- Innovative battles revolving around the new "engagement system."
- Storyline featuring immersive dialogue and memorable characters, told in colorful hand-drawn Manga Stills.
- 65 vividly imagined locations to explore.
- Over 40 hours of gameplay.
- Sweepingly powerful musical score.

Team XKalibur is proud to have Variant Interactive publishing such an exciting project, and hopes portable gamers everywhere are ready for the adventure that awaits. Contact Team XKalibur or Variant Interactive for the most up to date information, screenshots, and demos.

-Tomm Hulett
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