

# CULT GAME BANNED IN TEN COUNTRIES GETS RE-RELEASED AFTER SIX YEARS

Submitted by: Prodigy Communications

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POSTAL, the notorious predecessor to POSTAL 2 is set to be re-issued in a limited edition pack by game publisher Whiptail Interactive

London, July 10th 2003 - One of the most notorious computer games the world has ever seen is set to be re-released after six years following an unprecedented interest in its controversial follow up title, POSTAL 2. Built by world-renowned games developer Running With Scissors, 'POSTAL - Classic and Uncut', will be available from all serious gaming outlets across the UK, Europe and North America from 11th August 2003.

"Step aside Kubric," said a gloating Vince Desi, CEO, Running With Scissors, "Once it had been banned, it took them 21 years to re-release the ultraviolent cult film 'A Clockwork Orange'. We've done the same thing with POSTAL in less than six."

Now quoting from the banned Kubric film, a tearfully proud Desi continued, "When a man ceases to choose, he ceases to be a man." - "With this pack, we are choosing to give fans of the POSTAL Dude a chance to get hold of the original game".

The 'POSTAL - Classic and Uncut' pack includes the original POSTAL PC game in all its purest uncut gory-glory along with the 'Special Delivery' expansion pack that turns the game from a single player to a multi-player game with extra levels. Also included in the pack is the 'Monday' Demo of POSTAL 2 and a POSTAL 2 bumper sticker to scare your conservative neighbours with.

"The hi-profile launch of POSTAL 2 generated a huge amount of interest; people wanted to know where the idea came from for the game - they were keen to see the original POSTAL," enthused Chris Warrender, publishing director of POSTAL 2 publisher, Whiptail Interactive, "Not to disappoint, we are publishing the original game with the 'Special Delivery' pack in a limited edition 'POSTAL - Classic and Uncut' pack."

First released in 1997, POSTAL gained infamy as one of the most violent and subversive PC games ever to be unleashed onto the public. The game was soon banned in ten countries and blacklisted in the U.S. after Joe Lieberman, U.S. Senator and Presidential candidate, took it upon himself to go on a one-man crusade against POSTAL and all that it stood for. The United States Postal Service (USPS) then entered into a six year long lawsuit against the game's developer, Running With Scissors, over copyright use of the POSTAL name\*.

For further information on the game, please visit: [www.gopostal.com/postal](http://www.gopostal.com/postal)

\* On 25th June 2003 Running With Scissors announced it had been informed by the Trademark Trial and Appeals Board of the U.S. Department of Commerce that the USPS's opposition case had been dismissed with prejudice.

- Ends -

About POSTAL 2:

Developed by Running With Scissors and sequel to the notorious original, this iteration of the envelope-pushing franchise puts players once again in the well-worn shoes of the hair-trigger Postal Dude. POSTAL 2 operates on Epic's Unreal Warfare Engine and benefits from a host of new features including; fully-explorable open-ended 3D environments, innovative first person shooter action and interaction with well over a hundred unique non-playable characters (NPC's) including Gary Coleman (Arnold from 80's TV show 'Different Strokes'). For further information on POSTAL 2, please visit: [www.postal2.com](http://www.postal2.com)

About Whiptail Interactive:

Based in Westchester, PA, with offices in London and Spain, Whiptail Interactive is a full service PC and console games publisher focused on North America and Europe. Whiptail Interactive's unique approach to partnering with developers and publishers provides its partners with a more profitable channel to the retail markets than is currently available with any other company. For further information on Whiptail Interactive, please visit: [www.whiptailinteractive.com](http://www.whiptailinteractive.com)

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