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For Immediate Release:

THE COLLECTIVE DEVELOPING HARKER FOR NEXT GENERATION PLATFORMS

New original game inspired by Dracula set to redefine survival horror genre

NEWPORT BEACH, CA – October 31, 2006 – The Collective, a division of Foundation 9 Entertainment, announced today that it is working on a new original game entitled *Harker* for next generation consoles. The game, inspired by the classic horror novel, *Dracula*, is set to take the survival horror genre in a new and much more personal direction.

“We’re very excited to be bringing the classic world of *Dracula* to life in a new and intriguing way,” said Nathan Hunt, studio head of The Collective. “We feel this story lends itself perfectly to the survival horror genre and will create a fantastic next generation experience for gamers.”

In the game, players take on the role of a very different Jonathan Harker - hardened and ruthless - who is on a very personal mission to destroy all vampires after his beloved Mina falls prey to Dracula. Gameplay involves a combination of hunting these ferocious killers through tracking and exploration, along with an up-close and personal combat system, brutally-effective in the execution of the vampires; using a variety of weapons and environmental factors.

“*Harker*’s goal is to bring an in-your-face, visceral, and personal style of combat to the survival horror genre,” said Nigel Cook, producer. “None of these vampires are going to die with one shot. They’re going to fight for their survival, which will give the player a huge level of satisfaction when they successfully execute one.”

Harker will bring to life the underbelly of the 18th Century World, taking players into diverse locations, areas never explored in history books, in a gritty, realistic art style that will fully immerse players in their environments. The game also features an incredible roster of blood-thirsty, shape-shifting vampires each with their own savage abilities, sometimes hiding in plain sight; the player may never know just how close they are.

Harker is scheduled for completion in 2008.

About The Collective

Part of Foundation 9 Entertainment (www.F9E.com), the largest independent game developer in North America, The Collective is a leading developer of console video games, and known for groundbreaking third-person action adventure games, including the critically acclaimed *Indiana Jones and the Emperor's Tomb*(tm), *Buffy the Vampire Slayer*(tm) and *Star Wars Episode III: Revenge of the Sith*(tm). The Collective is based in Newport Beach, CA and can be found on the web at: www.collectivestudios.com.

The Collective, along with Backbone, Shiny, Pipeworks, ImaginEngine, and Digital Eclipse make up Foundation 9 Entertainment. The company's studios have developed more than 300 titles, including more than 40 in 2005 alone. Foundation 9 Entertainment employs more than 450 employees, and has offices in Los Angeles, Newport Beach, Emeryville, Vancouver, Boston, Eugene, and Charlottetown. For more information on Foundation 9 Entertainment, please visit: www.F9E.com.