



Contact: Nicole Tanner
Foundation 9 Entertainment
nicolet@f9e.com

For Immediate Release

FOUNDATION 9 TO COMBINE THE COLLECTIVE AND SHINY

New Location for centralized studio for large-scale, multi-sku licensed games

IRVINE, CA – October 9, 2007 – Foundation 9 Entertainment announced today that it will combine its two existing Southern California studios, The Collective and Shiny Entertainment, into one larger entity. The merge will enable greater capacity to create large-scale games based on big licensed properties. Both studios have already relocated to F9E's new 60,000 square foot corporate headquarters in Irvine, California.

“Bringing the Shiny and Collective teams together into one larger studio will give them the scale and resources needed to deliver top-notch franchise-based releases across multiple platforms,” said David Mann, F9E's chief operating officer. “We've already moved everyone under one roof, which will help to make a seamless transition for both teams.”

The new studio, which is yet to be named, will be led by Shiny's current studio manager, Michael “Saxs” Persson, an industry veteran who has been with Shiny for more than 10 years. “At this scale we now have the resources to truly distinguish ourselves as the go to developer for complete sku lines from next-gen to current gen and PSP,” said Persson.

The move will not create any redundancies, but will be a true combination of the two studios, who both already have extensive experience delivering blockbuster franchised games, such as *Enter the Matrix* and *Star Wars Episode III: Revenge of the Sith*.

Shiny is currently wrapping up work on the multi-platform release of *The Golden Compass*, to be published by SEGA® in December. The Collective is currently working on a large next-generation adaptation of a classic gaming franchise due for release in 2008.

About Foundation 9 Entertainment

Foundation 9 Entertainment is a premier developer of interactive entertainment products and properties, and the largest independent games developer in North America and Europe. With studios in the San Francisco Bay Area, Vancouver, Boston, Los Angeles, Newport Beach, Eugene, Kirkland, Austin, Sheffield, UK and Pune, India, Foundation 9 Entertainment is a development powerhouse, uniquely positioned to maximize the value of entertainment properties across all entertainment genres.

Through its studios and core brands, Backbone Entertainment, The Collective, Shiny, Pipeworks, Amaze, Sumo Digital, and ImaginEngine, Foundation 9 Entertainment has worked with the largest names in the game publishing world, including Activision, Electronic Arts, Konami, Sega, Capcom and Take-Two Interactive. The company creates titles for all age groups and all platforms, through licensed and original IP, as well as contract development. Its studios have developed more than 400 titles, including more than 30 in 2006 alone. For more information, please visit: www.F9E.com.