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For Immediate Release

FOUNDATION 9 ENTERTAINMENT SHIPS MORE THAN 60 TITLES IN 2007

Record-setting year brings number of total shipped titles to over 500

IRVINE, CA – December 11, 2007 – Foundation 9 Entertainment announced today that it shipped over 60 titles during 2007, more than any other previous year. The company's studios have now collectively shipped more than 500 titles in the past 13 years.

“2007 was a record-setting year for us,” said Chairman and CEO Jon Goldman. “Not only have we shipped more games this year than we ever have before, but we’re also significantly investing in every aspect of our business, which will enable us to deliver many high quality games for years to come.”

F9E's 2007 releases have appeared on every gaming platform from the current generation of home consoles to handheld platforms to PC and downloadable titles. The company leads the industry with its presence on Xbox LIVE® Arcade and the PLAYSTATION® Network, and has more experience developing games based on large film and gaming licenses than any other developer in the world.

Besides the slew of titles released, 2007 also saw F9E make its first expansion overseas with the acquisition of Sumo Digital, and saw the company move into a brand new, lower-cost headquarters in Irvine, California.

F9E's recent releases include *The Golden Compass* and *Sonic Rivals 2*, both published by SEGA®, *Godzilla® Unleashed*, published by Atari, Inc. and the handheld versions of *The Legend of Spyro™: The Eternal Night*, published by Sierra Entertainment.

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, Irvine, 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 500 titles, including more than 60 in 2007 alone. For more information, please visit: www.F9E.com.