



SHORTFUSE GAMES ANNOUNCES UPCOMING GRAVEYARD BEAT-EM-UP TITLE, *ALIVE AND UNDEAD* FOR PLAYSTATION®NETWORK, POWERED BY GAMEBRYO® LIGHTSPEED™

Skövde, Sweden – September 28, 2009 – Shortfuse Games, a Swedish games developer and digital publisher of the well-received Xbox LIVE Indie Games title *Colosseum*, today announced their next title in development is the dark, gory, combat focused *Alive & Undead*. Currently in development using the rapid iteration and rapid development powers of Gamebryo® LightSpeed™ from Emergent Game Technologies, *Alive & Undead* is planned for release on PlayStation®Network in the fall of 2010.

“*Alive & Undead* is a brutal, uncensored vampire quest sprinkled with clichés of both side-scrolling beat-em-ups and sub culture phenomena,” said Johan Hermerén, president of Shortfuse Games. “After the success of *Colosseum*, we focused on expanding our creative storytelling abilities and interweaving it with intricate fighting sequences. As players work toward avenging the vampire curse, they’ll encounter a horde of crazy undead creatures to battle!”

Hermerén continued, “We evaluated other engines and we chose Emergent’s technology first for *Colosseum* and now for *Alive & Undead* because its power and versatility suited our needs. It allows us to be incredibly creative while being flexible enough to adapt to our studio’s evolving development goals, from use developing a 3rd person brawler with *Colosseum* on Xbox Live to creating a 2D side-scroller co-op shooter for PSN. Its multi-platform abilities and easy integration with third party middleware enable us to meet aggressive production schedules with a minimum amount of stress.”

Alive and Undead takes the form of a classic, side-scrolling, 2-player brawler. Choose from two charismatic characters: Mr. Smith, an Elvis impersonator who has suffered the misfortune of being turned into a vampire, or Welson, a femme-fatale witch hunter. Though his unquenchable vampire bloodlust, Mr. Smith has killed his entire family. In order to avenge his family and free himself from the curse of vampirism, he solicits the help of Welson. Together the unlikely heroes use an over-the-top arsenal to battle hoards of undead and other frightful creatures on a fantastically violent quest to destroy the one responsible for Mr. Smith’s calamitous, blood-sucking condition.

Alive and Undead is cocky, uncensored, brutal and kick-ass. It delivers the classic formula of the side-scrolling brawler and improves on it by incorporating modern mechanics like the ability to juggle enemies in the air, as well as a variety of explosive and devastating co-op attacks.

For more information about Shortfuse Games and *Alive & Undead*, please visit www.shortfuse.se

About Shortfuse Games

Shortfuse Games is an independent game developer situated in Sweden. The 3D fighter game *Colosseum* is the company's first commercial title and was released onto Xbox LIVE Marketplace in November 2008. *Alive & Undead* is Shortfuse's second project with one yet-to-be-announced title in development. For more information, see www.shortfuse.se.

About Emergent Game Technologies

Best known for its industry-leading 3D game engines, Gamebryo and Gamebryo LightSpeed, Emergent's technologies have been selected by studios around the globe to bring nearly 300 titles across more than 15 genres to market, including Game of the Year award-winning titles like *The Elder Scrolls IV: Oblivion*, as well as critically acclaimed titles like *Warhammer Online: Age of Reckoning*, *Civilization Revolution* and *Bully*. Emergent is driving "The New Face of AAA," allowing studios to focus on innovative gameplay by enabling rapid prototyping, rapid iteration and rapid production with real-time on-target updates for Xbox 360, PLAYSTATION 3 system, Wii and PC. As part of the international development community, Emergent provides world class support and technologies evolved from deep relationships with its developer partners.

Emergent is headquartered in Calabasas, California, and has offices in Chapel Hill, NC; Austin, Texas; London; Tokyo; China and Korea. To learn more, please visit www.emergent.net

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