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## **Frima Studio Launching Two Doses of *Widgets Odyssey* This Summer!**

**Québec, Canada – June 29, 2010** – Fans of puzzle-platformers, prepare for lift off! Frima Studio, a leading Canadian multiplatform game developer based in Quebec, announced today that ***Widgets Odyssey*** will be landing on the PlayStation Store for download in North America on July 6th. As a PlayStation Mini title, playable on both the PlayStation®3 computer entertainment system and PSP® (PlayStation®Portable) system, ***Widgets Odyssey*** will take players on the first of two interstellar puzzle adventures that will continue in ***Widgets Odyssey 2***, also launching later this summer.

"Both installments of *Widgets Odyssey* will give players a chance to enjoy what has become our love letter to the puzzle-platformer genre, something many of us on the Frima team grew up playing for countless hours on end," said Steve Couture, CEO and co-founder of Frima Studio. "We've had a tremendous amount of fun creating this colorful cast of robotic characters with heart, and blasting them off on an epic journey that will take more brains than brawn to help them save the universe."



In **Widgets Odyssey**, five robots aboard the 'S-Space' vessel have just one simple mission...to save the universe from the tyrannical Yagor and his evil henchmen! Armed with the abilities of Spad, Cosmo, Bruce, Helmut, and Monk, players will guide each robot along their exciting adventures filled with puzzles, mazes and minigames when it launches on the PlayStation Store July 6th for only \$1.99 USD. Players can also look forward to the continuing adventures of the 'S-Space' crew in **Widgets Odyssey 2** when it launches later this summer.

For additional press inquiries about Frima Studio or any of its other titles and projects, please contact Job Stauffer ([jstauffer@reverbinc.com](mailto:jstauffer@reverbinc.com)) and Jerry Whitehead III ([jerry@reverbinc.com](mailto:jerry@reverbinc.com)) with Reverb Communications.

### **About Frima Studio**

Frima is an important game developer based in Quebec City, Canada. Since 2003, the company has been developing countless world-class products for the Web, Wii, Xbox, DS, TV and mobile markets. Frima's clients include world-renowned names such as EA, Build-A-Bear Workshop, Warner Brothers and Nickelodeon. With over 250 artists and programmers to develop our products, Frima produces high-caliber games that are as remarkably outstanding artistically as they are technically. For more information, please visit [www.frimastudio.com](http://www.frimastudio.com).