



FOR IMMEDIATE DISTRIBUTION



Widgets Odyssey Now Available From Frima Studio

Québec, Canada – July 6, 2010 – The Summer of the PlayStation Mini is officially here! Frima Studio, a leading and award-winning multiplatform game developer based in Quebec, announced today that *Widgets Odyssey* has landed on the PlayStation Store in North America for only \$1.99 USD. As a PlayStation Mini title, playable on both the PlayStation®3 computer entertainment system and PSP® (PlayStation®Portable) system, **Widgets Odyssey** takes players on the first of two interstellar puzzle-platforming adventures that will continue in **Widgets Odyssey 2**, also releasing later this summer.

“The launch of **Widgets Odyssey** marks an exciting day for puzzle-platforming fans everywhere, and we’re also happy to be kicking off a series of summer releases for the PlayStation Minis platform from Frima,” said Steve Couture, CEO and co-founder of Frima Studio. “The Minis platform has allowed us to deliver our proudest creations to players on both the PSP and PS3 without them having to break the bank. We couldn’t be happier to continue the tradition this summer with both installments of **Widgets Odyssey**, as well as our upcoming action-epic, **Young Thor**.”



In **Widgets Odyssey**, five robots aboard their 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. 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 J Stauffer (jstauffer@reverbinc.com) and Jerry Whitehead III (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.

#