



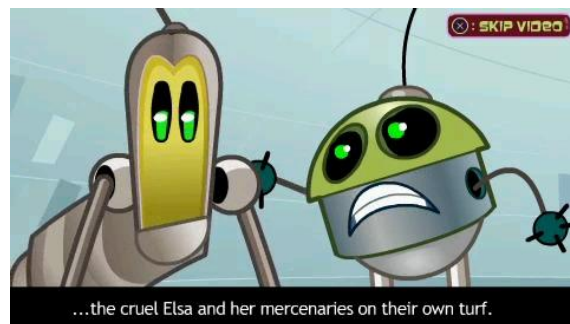
MEDIA ALERT

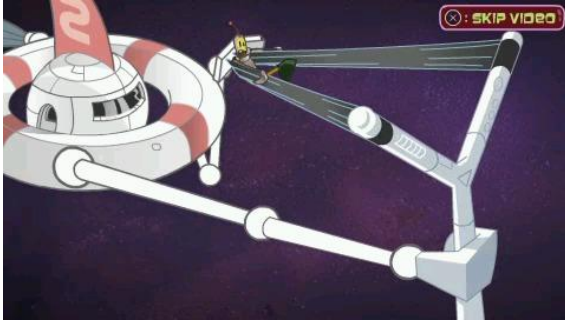


REMINDER – *Widgets Odyssey II* Launching Next Week, Exclusively for the PlayStation®Mini Platform!

July 29, 2010 – The Widgets are back! Frima Studio, a leading and award-winning multiplatform game developer based in Quebec, announced today that ***Widgets Odyssey II*** will be landing on the PlayStation Store in North America for only \$1.99 USD on August 3, 2010. As a PlayStation Mini title, playable on both the PlayStation®3 computer entertainment system and PSP® (PlayStation®Portable) system, ***Widgets Odyssey II*** will conclude the intergalactic platforming exploits of Spad, Cosmo, Bruce, Helmet and Monk first embarked upon in ***Widgets Odyssey***, which launched on July 6.

Widgets Odyssey II represents the conclusion of Frima's "Summer of the PlayStation Mini" in which ***Widgets Odyssey*** and ***Young Thor*** were also released.





“What a summer! I think with the release of *Widgets Odyssey* and *Young Thor*, we have shown the gaming world at large that the PlayStation Mini platform is one worth paying attention to,” said Steve Couture, CEO and co-founder of Frima Studio. “We’re proud to continue that tradition with *Widgets Odyssey II*, and we can’t wait to see the reaction from gamers looking to play the next great Mini.”

In the ***Widgets Odyssey*** saga, 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.

For any press inquiries about ***Widgets Odyssey II***, 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, PS3, PSP, DS, Facebook, iPhone, iPad, TV and mobile markets. Frima's clients include world-renowned names such as EA, Build-A-Bear Workshop, Warner Brothers and Nickelodeon. With over 265 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.