



**\*\*\*MEDIA ALERT\*\*\***



## **Frima's Smash Hit *Zombie Tycoon* Now On Sale!**

Let the "Summer of Minis" continue! Frima Studio, a leading and award-winning multiplatform game developer based in Quebec, announced today that [\*Zombie Tycoon\*](#) is on sale on the PlayStation Store for only \$2.49 all the way through August 9, 2010! Normally \$4.99, ***Zombie Tycoon*** is one of the most successful PlayStation Minis of all time and unlike any zombie game you've played before!

Frima's team thought that it was about time to turn the tables on those living dead stereotypes...again and again, you find yourself having to survive some kind of undead apocalypse. Well, no more! In ***Zombie Tycoon***, you get to control your very own horde of ravenous zombies! This unique tale of intrigue and betrayal spans over 10 challenging levels, complete with animated cutscenes, in-game dialogs, and a bunch of humorous references. Equip your slavering, putrescent swarm of undead minions with over 100 quirky items and send them shuffling after humans like wolves on cattle, laying waste to town after town as they spread their blight across the globe!

As a PlayStation Mini title, playable on both the PlayStation®3 computer entertainment system and PSP® (PlayStation®Portable) system, ***Zombie Tycoon*** is yet another fantastic effort from Frima Studio, which launched ***Widgets Odyssey***, ***Young Thor*** and ***Widgets Odyssey II*** all this summer!

For any press inquiries about ***Zombie Tycoon***, Frima Studio or any of its other titles and projects, please contact Job J 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 a prominent game developer based in Quebec City, Canada. Since 2003, the company has been developing countless world-class products for the Web, Wii, Xbox 360, PlayStation 3 system, PlayStation Portable, DS, Facebook, iPhone, iPad, TV and mobile markets. Frima's clients include world-renowned names such as Electronic Arts, 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](http://www.frimastudio.com).