

FOR IMMEDIATE RELEASE



Playlogic's *Vertigo* for Wii and PC Ships to Retail Stores Nationwide Today

New York — June 16, 2009 -- Playlogic Entertainment, Inc. (Nasdaq OTC: PLGC.OB), an independent worldwide publisher of entertainment software, announced today that ***Vertigo***, the action-packed, futuristic racing puzzle game, has been shipped to retail stores nationwide. ***Vertigo*** is available for play on the Wii™ system and Windows PC.

Vertigo is a high-rolling, adrenaline-fueled combination of futuristic racing, puzzle solving and precision control. With four multiplayer gaming modes, this is the ideal game for the entire family or a competitive group of friends. ***Vertigo*** takes gaming to dizzying new heights, where only the most skilled can survive!

Vertigo challenges players to take their Xorb across 54 hair-raising landscapes and nine different worlds, each with their own unique treacherous terrain and death defying obstacles. Along the way players can upgrade their Xorb, seek hidden shortcuts and collect power-ups to help them survive all with the goal of becoming the fastest and most envied Xorber in the Universe!

For added playability, ***Vertigo*** for Wii features Wii board compatibility, allowing players to use either the Wiimote or Wii balance board for an all-new realistic balancing experience.

Additional game features include:

- Four multiplayer modes: Time Trial, Xorb Football, Death Match, and 10-pin Xorb bowling
- Four trial modes: Arcade, Career, Practice, and Time Trial
- Fully Customizable Shell type: Bodywork and Hatch customization
- Three racing classes to progress through

Vertigo is rated "E" for everyone by the ESRB. For more information about ***Vertigo*** or Playlogic, please visit www.playlogicgames.com.

###

About Playlogic:

Playlogic Entertainment, Inc. is an independent worldwide publisher of entertainment software for consoles, PCs, handhelds, mobile devices, and other digital media. Playlogic distributes its products through all available channels, online and offline. Playlogic, who currently has approximately 110 employees, is listed on Nasdaq OTC under the symbol "PLGC.OB" and is headquartered in New York,

USA and Amsterdam, the Netherlands. Its in-house game development studio "Playlogic Game Factory" is based in Breda (the Netherlands).

Playlogic's portfolio includes games that are being developed by several teams at the Playlogic Game Factory, as well as games developed by a number of studios throughout the world with approximately 400 people of external development staff. The Playlogic Game Factory also develops first party titles for Sony Computer Entertainment Europe (SCEE).

Playlogic publishes quality games, working with leading technology to produce digital entertainment from concept to finished product. Playlogic plans to publish 12 titles, on several platforms, during 2009.

Forward Looking Statements:

This release contains statements about PLAYLOGIC's future expectations, performance, plans, and prospects, as well as assumptions about future events. The reader is cautioned not to put undue reliance on these forward-looking statements, as these statements are subject to numerous factors and uncertainties, including without limitation, business and economic conditions and trends; fluctuations in operating results; reduced customer demand relative to expectations; competitive factors; and other risk factors listed from time to time in the company's SEC reports. Actual results may differ materially from our expectations as the result of these and other important factors relating to PLAYLOGIC'S business and product development efforts, which are further described in filings with the Securities and Exchange Commission. These filings can be obtained from the SEC's website located at www.sec.gov. Any forward-looking statements are based on information available to PLAYLOGIC on the date of this release, and PLAYLOGIC assumes no obligation to update such statements.

MEDIA CONTACT:

Brian Fitzgerald
Reverb Communications
(209) 586-1495 ext. 114
brian@reverbinc.com