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PRESS RELEASE

Fairytale Fights 1st Ever Hands on Gameplay at Gamescom, Cologne

Playlogic reveal Fairytale Fights at this year's Gamescom, Cologne

New York/Amsterdam – August 10, 2009 -- Playlogic Entertainment, Inc. (Nasdaq OTC: PLGC.OB), an independent worldwide publisher of entertainment software, is pleased to announce that it will attend this year's Gamescom in Cologne, Germany.

Playlogic will have playable code for the first time ever, of the highly anticipated Hack and Slash Platform Adventure, Fairytale Fights. You can check out the game on Playlogic's Candy Castle stand at **Hall 9.1/Booth C24**.

As well as the blood soaked Fairytale adventure, Playlogic will also have playable demo's of Infernal Hell's Vengeance on Xbox 360® and Obscure: The Aftermath on IPlayStation®Portable, PSP®Go.

Fairytale Fights (Xbox 360®, PLAYSTATION®3)

Fairytale Fights is a Hack'N'Slash platform adventure from Playlogic Game Factory. Utilising the Unreal Engine 3 like never before, Fairytale Fights lets players assume the role of their favourite fairytale character to reclaim their former glory days!

With over 100 weapons to choose from, Slice'N'Dice your way through the Fairytale Kingdom in search of rumors and tales to regain your Fame & Fortune! The first game ever to feature "Real-time dynamic slicing", made possible by Playlogic's in-house technology.

Experience a beautifully designed Fairytale world, where Fairytales are not as they seem.... Hack a path through a sea of cuddly bunnies, cute furry animals or lacerate the lumberjacks and wade through pools of blood on your travels; to retrieve magical items and rescue fair maidens.

Infernal Hell's Vengeance (Xbox 360)

Former Etherlite Secret Agent Ryan Lennox, now obsolete and betrayed by those close to him is a man who knows no fear! In a desperate bid to uncover his former employers secret agenda Lennox makes a pact with the devil. Embarking on an action-packed voyage into a world of deception and betrayal, armed with special abilities and military grade weaponry, Ryan Lennox is a man who must succeed. Playlogic invites you to experience this exhilarating third-person-shooter adventure at its booth in Cologne.

Obscure: The Aftermath (PlayStation®Portable, PSP®Go)

The sequel to 2005's acclaimed survival horror game *Obscure*, picks up two years after the terrible events at Leafmore High, following the few teens who survived being trapped inside their school, hunted by monsters and their maniac headmaster. Hoping to put the past behind them, the kids start college at Fallcreek University, but soon discover all is not well



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as strange black flowers appear all over campus. While experimenting with these flowers, a dangerous substance is discovered that induces hauntingly vivid dreams. Soon the survivors find themselves fighting for their lives—and their sanity—as their nightmares become a horrible reality. You can experience this handheld horror in the save confinements of the Playlogic booth.

Press: can visit us at Marchsreiter Communications **Hall 4.1, stand A10**

Business relations: can visit us at our business booth **Hall 4.1 stand D31**

We hope to see you at the show!

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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.

FOR MORE INFORMATION

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