

FAIRYTALE FIGHTS® AVAILABLE NOW

HACK AND SLASH YOUR WAY THROUGH THE BLOODIEST BEDTIME STORY EVER!

October 27, 2009, – Amsterdam/New York – Playlogic Entertainment, Inc. (Nasdaq OTC: PLGC.OB), an independent worldwide publisher of entertainment software, announced today that its highly anticipated gore-fest *Fairytale Fights* is available today in North American stores for Xbox 360™ video game and entertainment system from Microsoft and PLAYSTATION®3 computer entertainment system!

The hack-and-slash platform adventure from Playlogic three years in the making, *Fairytale Fights* features a robust singleplayer campaign and multiplayer mayhem with up to 4 players online or offline, challenging players to reclaim the fairytale status of Little Red Riding Hood, Snow White, Jack (of Beanstalk fame) the Naked Emperor and more! Utilize Real-Time Dynamic Slicing (codenamed: salami-violence) to carve up enemies like pieces of meat and take advantage of the Volumetric Liquid to spill 10.000 gallons of blood with more than 140 blunt, melee, slicing and ranged weapons! For added violent fun, freeze them, burn them or melt them with acid, or take advantage of the wide assortment of deadly environmental hazards.

FEATURES:

- **Multiplayer Mayhem!** – Fairytale Fights offers one of the most accessible Platform Adventure experiences EVER! Offering a mix of bloody visceral violence, packed with action, it offers great fun for both hardcore & casual gamers alike. Featuring up to 4 players on and offline in Quest and Arena modes, Fairytale Fights is the ideal game to play with friends!
- **Built on the Unreal Engine 3** - Fairytale Fights is built on the Unreal Engine 3 and utilizes Epic's celebrated engine like nothing before! A Fairytale Kingdom rich in life & color, players can drench the lush surroundings (or other players) with deep red blood, bile or limbs & brain from fallen foes.
- **Real-Time Dynamic Slicing!** - Utilizing Playlogic's in-house cutting edge technology, for the first time ever players take full control over how & when they slice and dice enemies as fully textured, 3D Polygon models are hacked apart, drenching the lush surrounding in a sea of carnage!
- **Real-Time Dynamic Bone Crushing!** - Crush the skeletal structure of friends and foes while seeing their individual bones break as a result of your accurate blows in a detailed X-ray picture-in-picture screen.
- **Volumetric Liquid System** - Fairytale Fights features a range of liquids with "realistic" properties such as blood, acid and bile! Players can slide through pools of blood left by fallen enemies or slaughtered bunnies, or melt the skin from foes using acid attacks!
- **PvP Arenas** – Battle with friends in a range of PvP arenas to score the highest kill count or earn the most coins!

- **140+ Wacky Weapons** - Experiment with more than 140 weird and wacky weapons at your disposal. Bludgeon your friends with the Slappy the Cat Lollipop, or carve them up into tiny pieces with the help of the Aristocratic sword. Each weapon type features multiple uses with a variety of different results!
- **Free Downloadable Content** - Sign up and receive exclusive free DLC content, minigames, artwork and more at www.fairytalefights.com.

Fairytale Fights is available now in North America. **Fairytale Fights** will be available for PC in 2010.

Fairytale Fights is rated "M" for Mature by the ESRB, 18+ by USK and 16+ by PEGI

Want to see our trailers: Come join us <http://www.youtube.com/playlogicnl>

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For more information about Playlogic and to sign up to get all the latest breaking news regarding Fairytale Fights please register at www.fairytalefights.com.

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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.

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