

FOR IMMEDIATE RELEASE



PLAYLOGIC®

PREPARE TO UNLEASH HELL WITH INFERNAL: HELL'S VENGEANCE AVAILABLE NOW NATIONWIDE

New York-- June 30, 2009—Playlogic Entertainment, Inc. (Nasdaq OTC: PLGC. OB), an independent worldwide publisher of entertainment software, is pleased to announce that ***Infernal: Hell's Vengeance***, the riveting 3rd person shooter game developed by Metropolis Games, has shipped to retail stores nationwide. ***Infernal: Hell's Vengeance*** is available for play on the Xbox 360[®] video game and entertainment system from Microsoft.

Infernal: Hell's Vengeance tells the story of Ryan Lennox, a fallen angel who is recruited by the powers of hell to fight "Etherlight", heaven's own secret agency, who is ready to unfold a plot against humanity of epic proportions. Take Ryan through a fascinating plot of paranormal intrigue and deception across a variety of US and European locations, including ancient monastery catacombs and secret mountain hideouts, before facing the ultimate showdown. Armed with a rich loadout of standard and exotic weapons, help Ryan use his hellish new powers to teleport, levitate and fire molten blasts of otherworldly energy, all on his quest to reveal the secret behind Etherlight's plans, unleashing hell one bullet at a time.

Additional Game Features For *Infernal: Hell's Vengeance* Include:

- Unique atmosphere
- State-of-the-art graphics
- Stunning shooter action driven by a deep and gripping story line
- Explore brilliantly designed indoor and outdoor environments
- Control a variety of weapons and paranormal forces
- Use teleportation and telekinesis to interact with your surroundings, solve puzzles and overcome obstacles and enemies
- Fight intelligent opponents that will use the environments to their advantage

- Absorb the live energy of your enemies to heal and replenish your mana (health)

Infernal: Hell's Vengeance has been rated "M" for Mature audiences only by the ESRB. For more information regarding the title or Playlogic, please visit: [Infernal: Hell's Vengeance](#).

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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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