

FOR IMMEDIATE RELEASE



EXCLUSIVE FAIRYTALE FIGHTS™ PUMP UP THE  
VOLUME TRAILER ON [WWW.FAIRYTALEFIGHTS.COM](http://WWW.FAIRYTALEFIGHTS.COM)

The Bloodiest Trailer of Them All!

**October 29, 2009 – Amsterdam/New York** – Playlogic Entertainment, Inc. (Nasdaq OTC: PLGC.OB), an independent worldwide publisher of entertainment software, is thrilled to announce today that [www.fairytalefights.com](http://www.fairytalefights.com) is now hosting the brand new trailer of the hack'n'slash gore-fest **Fairytale Fights**. Fans of **Fairytale Fights** can also register at [www.fairytalefights.com/dlc](http://www.fairytalefights.com/dlc) to pick up some amazing, exclusive downloadable content!

**Fairytale Fights** is now available for the Xbox 360™ video game and entertainment system from Microsoft and the PlayStation®3 computer entertainment system.

**ABOUT FAIRYTALE FIGHTS:**

**Fairytale Fights** is the hack and slash platform adventure from Playlogic. 3 years in development, **Fairytale Fights** features online multiplayer mayhem with up to 4 players, allowing you the chance to reclaim the fairytale status of Little Red Riding Hood, Snow White, Jack (of Beanstalk fame) the Naked Emperor and more! Utilise 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! Control the blood thirsty nature of our not so innocent Fairytale heroes to slice and dice enemies and friends. Freeze them, burn them or melt them with acid. Benefit from hundreds of weird and whacky weapons and environmental hazards in this hilarious hack and slash fame hunting blood fest.

**Fairytale Fights** is rated "M" for Mature by the ESRB.


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](http://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](http://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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