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****THE PUNISHER: NO MERCY MEDIA ALERT****

GET READY FOR PUNISHMENT IN SPRING 2009

ZEN Studios Reveals New “The Punisher: No Mercy” Screenshots and Confirms Spring Launch on PlayStation®Network of Game Based on Marvel’s Renowned Super Hero

LOS ANGELES, Calif. – February 5, 2009 – Today ZEN Studios released six new screenshots from their upcoming arena-based first-person shooter, ***The Punisher: No Mercy***, inspired by Marvel’s cult favorite Super Hero. The studio also confirmed that the game is set for an exclusive release on the PlayStation®Network in Spring 2009. To view the latest screens from the game, visit www.marvel.com.

Powered by Unreal Engine 3, ***No Mercy*** was designed with fast-paced online multiplayer FPS action in mind. With inspiration rooted in the Punisher’s rich Marvel Comics history, the game allows players to choose from an eclectic mix of Punisher allies and villains. Battle arenas span from shipyards rife with contraband to the “birthplace” of the Punisher’s archenemy, Jigsaw, and up to eight players can blast away at each other in a variety of solo and team-based missions.

In addition to exceptional online play, ***No Mercy*** also offers a single-player Story mode featuring exclusive artwork from acclaimed Marvel artist Mike Deodato.

For more information on ZEN Studios, please visit: www.zenstudios.com.

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About ZEN Studios

ZEN Studios is a videogame developer and digital publisher based in Budapest, Hungary. Founded in 2000, the studio is known for its innovative arcade and action titles. ZEN is one of the only developers in Central Europe that is fully licensed to develop and publish games for Xbox 360® video game and entertainment system from Microsoft, PLAYSTATION®3 computer entertainment system, Nintendo DS™ and Wii™ home video game system from Nintendo. For more information about ZEN Studios please visit: <http://www.zenstudios.com>.

About Marvel Entertainment, Inc.

Marvel Entertainment, Inc. is one of the world's most prominent character-based entertainment companies, built on a proven library of over 5,000 characters featured in a variety of media over seventy years. Marvel utilizes its character franchises in licensing, entertainment (via Marvel Studios and Marvel Animation) and publishing (via Marvel Comics). Marvel's strategy is to leverage its franchises in a growing array of opportunities around the world, including feature films, consumer products, toys, video games,

animated television, direct-to-DVD and online. For more information visit www.marvel.com.

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