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**SQUARE ENIX TO BRING AWARD-WINNING SCARYGIRL TO
XBOX LIVE ARCADE AND PLAYSTATION®NETWORK**

Action-Platform Game Will Bring Nathan Jurevicius' Acclaimed Graphic Novel to Life

LOS ANGELES (Jan. 6, 2012) – [Square Enix, Inc.](http://www.square-enix.com), the publisher of SQUARE ENIX® interactive entertainment products in the Americas, today announced [Scarygirl™](http://www.scarygirlgame.com), a new action-platform game based on Nathan Jurevicius' critically acclaimed graphic novel of the same name. Developed by TikGames, *Scarygirl* will be available on January 18 for the Xbox LIVE® Arcade for the Xbox 360® video game and entertainment system from Microsoft, January 24 for the PlayStation®Network for the PlayStation®3 computer entertainment system and Windows PC in early 2012.

Based on Nathan Jurevicius' *Scarygirl* graphic novel – winner of the 2009 Aurealis Award for Best Illustrated Book/Graphic novel – *Scarygirl* presents a wondrous adventure into a distinctive and beautifully bizarre world. The titular character Scarygirl is an abandoned child with a tentacle arm who dresses like a pirate, and is haunted by a strange man in her dreams. She sets out into the world to discover the meaning behind her bad dreams, but Scarygirl is hardly helpless, as she has a tentacle-powered arsenal up her sleeve.

During her adventure, Scarygirl will be aided by her friends and guardians from the graphic novel, Blister the giant octopus and Bunniguru the mystical, kung-fu rabbit. Her friends and an ever-improving arsenal of combat moves will help her face down enemies like the adorably deadly hedgehogs of the Owl Woods, the violent Goat Clan along the Old Man Mountains, Hairclump spiders deep in the Stinky Swamp, and the most enmiest enemies of all – the clueless crossing guards around Bad Town!

For more information, please visit the official website: www.scarygirlgame.com.

FEATURES

- **Amazing Art and Design:** Surreal landscape and creatures are beautifully fantastical, created by a critically-acclaimed, award-winning artist and true to the art style that *Scarygirl* fans have already fallen in love with
- **A Curiously Wonderful Stand-Alone Chapter:** The game features a new and exceptional storyline separate from the graphic novel and planned feature film, in which Scarygirl finally meets the mysterious man haunting her dreams
- **New Moves, Weapons & Upgrades:** The game's upgrade and combat improvement system allows Scarygirl to grow beyond her basic attacks by purchasing new moves, like an the "Anaconda Squeeze" and "Morph Tendrils", or attachments for her tentacle arm, such as the Rage Hook
- **Co-Operative Play:** While one player controls Scarygirl, a second can bring Bunniguru's furious "Fists of Blurry" into the fray at any time. This offline feature allows the two characters to perform special moves together to overcome major challenges

Scarygirl is rated E10+ (Everyone 10+). Please visit the Entertainment Software Rating Board (ESRB) website at www.esrb.org for more information about ratings.

About SCARYGIRL

SCARYGIRL first began as an interactive online concept then expanded quickly into the world of designer vinyl/urban toys and accessories and limited edition artwork. The SCARYGIRL series has become an internationally recognized group of characters, which include the lovable Blister, an over-enthusiastic giant octopus, Bunniguru, a mysterious wandering rabbit sage, Dr Maybee, the creepy scientist and of course Scarygirl, the central figure and focus of the SCARYGIRL universe and story. SCARYGIRL has relationships with leading manufacturers and producers of limited edition toys and products (inc KIDROBOT). In 2009 the SCARYGIRL graphic novel was first published to 4 star reviews and the multi award winning online Flash game was launched, which to date has enjoyed over 1.3 million unique players. The fully animated SCARYGIRL feature film is in development and tipped for release 2013.

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About TikGames, LLC

TikGames, LLC was founded nearly a decade ago with the goal of developing and publishing the most innovative and entertaining games on digital distribution platforms. Having released a number of successful PC casual games, such as Cinema Tycoon, Interpol: The Trail of Dr. Chaos, and Flower Shop: Big City Break, TikGames turned its sights to console downloadable platforms in 2006. Since then, TikGames has released a number of successful titles for Xbox LIVE® Arcade and PlayStation®Network, including Texas Hold 'em, Domino Master, Cuboid, and Hamsterball.

For more information on TikGames, please visit <http://www.tikgames.com>

About Square Enix, Inc.

Square Enix, Inc. develops, publishes, distributes and licenses SQUARE ENIX®, EIDOS® and TAITO® branded entertainment content throughout the Americas as part of the Square Enix Group. The Square Enix Group operates a global network of leading development studios and boasts a valuable portfolio of intellectual property, including: FINAL FANTASY®, which has sold over 100 million units worldwide; DRAGON QUEST®, which has sold over 59 million units worldwide; TOMB RAIDER®, which has sold over 35 million units worldwide; and the legendary SPACE INVADERS®. Square Enix, Inc. is a U.S.-based, wholly-owned subsidiary of Square Enix Holdings Co., Ltd.

More information on Square Enix, Inc. can be found on the Internet at <http://www.square-enix.com>.

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