

Media Contact:

Amar Gavhane

Marketing Manager at TikGames

amarg@tikgames.com

650-403-0123 x2007

Download link for media assets:

<http://dl.dropbox.com/u/23199350/Scarygirl%20and%20Dr%20Maybee.zip>

SCARYGIRL, STAR OF GRAPHIC NOVEL, COMING TO CONSOLE DIGITAL DOWNLOAD PLATFORMS

TikGames Also Bringing Separate Game Based on the Brand to Handheld Download Platforms

San Mateo, California – June 22, 2011 – The creepy-cute *Scarygirl*, star of her own popular graphic novel created by acclaimed artist Nathan Jurevicius, will debut in a game being developed for console digital download platforms. Developed and published by TikGames, the game is targeted for 2011.

“The *Scarygirl* graphic novel has a fanbase full of mature gamers who appreciate artistically-imaginative games” said Alex Tikhman, Co-Founder and VP of Publishing & Business Development for TikGames. “And thanks to our work with Nathan and his uniquely surreal art, our downloadable game is going to be one of the most visually appealing downloadable games out there, not to mention a whole lot of fun to play.”

Scarygirl is a wondrous adventure through a one-of-a-kind, beautifully-bizarre world. Orphaned as a baby, Scarygirl, dressed like a pirate with a tentacle arm, is sent on a quest to discover what has happened to the deadly, yet ecologically crucial, Tree of Knowledge. Along the way, she’ll be aided by her friends and guardians, Blister the giant octopus and Bunniguru the mystical, kung-fu rabbit. In fact, a second player can join in as Bunniguru in offline co-op, helping Scarygirl fight enemies and get to new heights in this action-platformer. Even without Bunniguru, Scarygirl won’t be helpless, since she can purchase new combat moves, such as the anaconda squeeze or the bam-bam, from traveling vendors during her adventures. She’ll also enter “Spirit Mode”, a twisted, shadowy version of the world that gives Scarygirl alternate attacks, allowing her to unleash her truly wicked side.

Also based on the Scarygirl license, *Dr Maybee and the Adventures of Scarygirl*, is being developed for handheld downloadable gaming platforms. A wholly different experience from the console downloadable game, this game is a marvellous journey through the Scarygirl universe, as she attempts to discover the identity of the mysterious, bearded man haunting her dreams. With help from her friends, she will journey from her treehouse home to an overwhelmingly unfriendly city in her quest.

“I’m excited to have Scarygirl become not just one, but two different, video games,” said Nathan Jurevicius, creator of Scarygirl. “She’s a very interesting character in her own unique world that can be enjoyed at or away from home by my current fans, and by people whom I hope will come to love Scarygirl as much as I do.”

Scarygirl [working title] has not yet been rated by the ESRB, PEGI, or other ratings organizations. *Dr Maybee and the Adventures of Scarygirl* has been rated E for Everyone (Mild Cartoon Violence) by the

ESRB. *Dr Maybee and the Adventures of Scarygirl* is based on the online flash game which was produced by Passion Pictures Australia and developed with the assistance of the Film Victoria Digital Media Fund.

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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. In 2011, TikGames is bringing a new commitment to core gamers.

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 recognised 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. For more information please contact sophie@passion-pictures.com.au

About Nathan Jurevicius

Since 1995, Nathan Jurevicius has worked as a freelance illustrator and artist for many international companies and publications. His most acclaimed personal project to date is Scarygirl. Since its creation in 2001, it has developed a cult following of fans worldwide through its online comic, numerous limited-edition vinyl toys, designer products and exhibitions. In 2004, Oscar-winning producer Sophie Byrne of Passion Pictures Australia optioned Scarygirl, which is now in active script and visual development for an animated feature film. Nathan also completed his first graphic novel based on Scarygirl, which won the 2009 Aurealis Award for Best Illustrated Book/Graphic Novel, was on the 2010 CBCA Notable picture book list and was included in International Youth Library's The White Ravens 2010. In 2009 Nathan released the Scarygirl online game produced with Passion Pictures Australia and developed with the assistance of the Film Victoria Digital Media Fund. More than 1 million people have played the game, which has been awarded IGN's 'Indie Pick of the Week'.