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'DR MAYBEE AND THE ADVENTURES OF SCARYGIRL' NOW AVAILABLE ON PLAYSTATION PORTABLE

Game Downloadable in Europe, Australia, and New Zealand

San Mateo, California – 6 July, 2011 – Making her video game debut, Scarygirl, the creepy-cute star of her own popular graphic novel created by acclaimed artist Nathan Jurevicius, is now starring in *Dr Maybee and the Adventures of Scarygirl*. Developed and published by TikGames, the game is now available in Europe, Australia, and New Zealand for the PlayStation®Portable System as a "mini" title, initially available only to PlayStation Plus users at 20% off the full price. The game will be available to all users on 20 July.

"We're giving Scarygirl fans the chance to play the game on the go" said Alex Tikhman, Co-Founder and VP of Publishing & Business Development for TikGames. "For people who haven't read the graphic novel, this is a great opportunity to get introduced to a bizarrely-wonderful world in a fun, portable, mini game."

Dr Maybee and the Adventures of Scarygirl is a marvelous adventure through the Scarygirl universe. In the game, Scarygirl will attempt to discover the identity of the mysterious, bearded man haunting her dreams. Scarygirl, the part-octopus girl who dresses like a pirate, has a tentacle for her right hand and only a bone for her left hand, is the star here, though each friendly or treacherous creature she meets will certainly be unique. With help from her friends, the quick-witted Bunniguru and Blister the giant octopus, she will journey from her treehouse home in the forest to an overwhelmingly unfriendly city in her quest to locate Dr Maybee. The game is a completist's paradise, as each level allows players to search high and low for hundreds of gems, fish, and other items to collect.

Dr Maybee and the Adventures of Scarygirl has been rated 12 (Violence) by PEGI. *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'.