

Neko Entertainment Announces Heracles Chariot Racing for WiiWare™

Unleash the Power of the Gods in Ancient Greece in Neko's New Chariot Racer

PARIS, FRANCE – July 10th, 2009 – Neko Entertainment an independent premier video game developer and publisher announced today the upcoming release of *Heracles Chariot Racing* on WiiWare™, a racer that will drive players new and old to distraction. Featuring ten circuits in five mythological fantasy settings, players take control of one of eight gods or legendary creatures from Heracles to Poseidon as they race to become Champion Charioteer. *Heracles Chariot Racing* will be released on July 24th in Europe on WiiWare.

“We are excited to announce the upcoming release of *Heracles Chariot Racing* for WiiWare”, said Laurent Lichnewsky, Managing Director of Neko Entertainment, “With its blistering fast racing action, mythological tracks and enemies, split screen multiplayer modes, *Heracles Chariot Racing* is destined to become a WiiWare classic for players, both young and old”.

In *Heracles Chariot Racing* our hero Heracles has to undertake a challenge that none before him have survived – a chariot racing tournament. To win a series of sacred trophies and be crowned Champion Charioteer our hero has to race across mythological kingdoms against some of the most feared monsters in existence. The objectives are simple, survive the battles and race against some of the most fearsome and inventive foes in Greek mythology. Select a character and let fate, skill and ability decide the outcome!

Heracles Chariot Racing is an exciting journey into a mystical and colourful world of danger spiced with excitement, awesome weapons laced with humour. Featuring Championship, Single Player, Time Trial, Battle and intense 2 to 4 split screen multiplayer modes, players are the master of their own destinies, but with the divine actions of Gods they will require both skill and an element of luck to be crowned champions. Featuring 3 racing cups across 10 courses based on mythological fantasy settings including Nemean Lion, Realm of Hades, The Augean Stables, Stymphalian Lake and Mount Olympus, players select a character and race it out using fantasy weaponry including Zeus lightning rods, tridents, fireballs and more against their opponents.

About Neko Entertainment

Since 1999 Neko Entertainment has been developing video games exclusively for consoles and PC. Neko's productions are based around an evolutionary development platform for consoles called the Neko Game Development Kit (NGDK). This in-house technology allows our team to develop simultaneously games across multiple platforms. Neko Entertainment is officially licensed to develop on Nintendo Wii & DS, Sony PSP & PS2, Microsoft Xbox 360 and PC. Neko's main activity is to develop licensed titles for leading worldwide publishers such as Vivendi Universal Games, The Game Factory, Deep Silver, Atari and Ubisoft. Over the years and after many released titles, Neko has become accustomed to follow the strict requirements and guidelines of its licensors, while aiming to create exciting game content. In 2003 Neko Entertainment creates and develops the concept of the “Cocoto

Collection”, a coherent series of cute games designed for the PlayStation 2, PC, Nintendo Game Cube, Nintendo Game Boy Advance, Nintendo DS and Nintendo Wii (also available on WiiWare and Mobile platforms, and soon on iPhone/iPod). Thanks to this attractive IP and others, like Safari Adventures, Heracles, Glory Days, Back to Stone, Mouse Trophy, Best of Test etc, Neko Entertainment has built strong partnerships with several distributors and publishers such as Big Ben Interactive, Koch Media, Midas Interactive, Ghostlight, Micro Application, Atlus, Kemco, BHV, White Park Bay, Akella, GFI, Conspiracy, Eidos, Take 2 and Midway. Neko Entertainment invests continuously to exploit the full potential of the new generation of consoles by creating innovative game plays and technologies. We have efficiently integrated the Nintendo Wii, DS and Sony PSP in our production cycle and are already looking towards the Next Generation of gaming experience.