

RISEN

Risen: Epic Role Playing Experience on Xbox 360® in 2009

Deep Silver and Piranha Bytes Reveal New Action Role Playing Epic

Hermosa Beach, Calif.—December 12, 2008—Deep Silver Inc., a publisher of interactive entertainment software and a wholly-owned subsidiary of Koch Media, and Piranha Bytes today officially announced *Risen* for Xbox 360® the video game and entertainment system from Microsoft and for PC. The game is targeted at a mature audience and is expected to ship in 2009.

The epic role playing game is set in a medieval world on a volcanic mediterranean island, The *Risen* story unfolds over four chapters and will offer multiple ways to develop the story by the players' own actions and decisions. An innovative and intuitive user control interface will support both casual and hardcore gamers. With full world streaming support, the player will experience playing in a plausible, fully simulated and seamless game world with authentic characters.

"Piranha Bytes has a track record of making incredible, in-depth games set in huge, detailed worlds, and *Risen* will be a great experience," said Cathy Tische, vice president of sales and marketing for Deep Silver. "The game already exhibits the quality and creativity that has made Piranha Bytes such a respected developer."

Forthcoming titles from Deep Silver include *Secret Files: Tunguska* and *Professor Heinz Wolff's Gravity* for Wii™ and Nintendo DS™ systems, *The Humans* for Wii, Nintendo DS, and PC, *Pet Vet: Down Under* for Nintendo DS, *Cursed Mountain* for Wii, *Ride to Hell* for Xbox 360. PC and the PlayStation®3 computer entertainment system, and the *Duke Nukem Trilogy*™ for Nintendo DS and PSP® (PlayStation®Portable) system.

About Piranha Bytes

The Piranha Bytes development team, residing in the Ruhr Area, was established in 1997. Approximately 20 people have been a part of this team in its current form since 2002. Piranha Bytes have so far acquired fame even beyond German borders with their RPG successes „Gothic“ (2001), „Gothic II“ (2002), „Gothic – Night of the Raven“ (2003) and „Gothic 3“ (2006). www.piranha-bytes.com

About Deep Silver

Deep Silver develops and publishes interactive games for all platforms. The Deep Silver label seeks to captivate all computer and video gamers who enjoy and share a passion for thrilling gameplay in modern game worlds. Deep Silver works with its partners to maximize success while maintaining the highest possible quality, always focusing on what the customer desires. Deep Silver products are designed to appeal equally to enthusiasts and casual players, children and adults.

Deep Silver has published about 40 games since 2003, including the most successful adventure of 2006, Secret Files: Tunguska, the bestseller ANNO 1701 (co-published with Sunflowers), the challenging Crossword knowledge puzzle game, the horse simulation Horse Life DS, and the soccer MMO World of Soccer Online. Current projects in development include Warhammer® - Battle March™ (in cooperation with Namco Bandai), the action role-playing game Sacred 2: Fallen Angel (in cooperation with Ascaron), S.T.A.L.K.E.R. - Clear Sky, the sinister Chernobyl shooter for PC, and a new game from the Piranha Bytes team. Deep Silver's internal development studio, Deep Silver Vienna, opened in 2007. For more information, please visit www.deepsilver.com

About Koch Media

Koch Media is a leading producer and distributor of digital entertainment products (software, games and movies on DVD). The company's own sales activities, marketing and distribution extend throughout Europe, and it has formed strategic alliances with numerous software and games manufacturers: Ascaron, Braingame, D3P, G-Data, Gamelife, Kaspersky Lab, Lexware, Namco Bandai, Pinnacle, Square Enix, Sony Online Entertainment, System3, etc. Headquartered in Planegg near Munich/Germany, Koch Media owns publishing and distribution branches in Germany, England, France, Austria, Switzerland, Italy and the USA. For more information, please visit www.kochmedia.com

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