



PRESS RELEASE – FOR IMMEDIATE RELEASE

SEGA'S *ALIEN SYNDROME*™ VENTURING ONTO THE WII® AND PSP®

Action-RPG Meets Fast-Paced Sci-Fi in an All New Adventure

SAN FRANCISCO & LONDON (December 12th, 2006) – SEGA® of America, Inc. and SEGA Europe, Ltd. today announced they will be releasing *Alien Syndrome*™, a fast-paced action-RPG set in a stunningly imaginative sci-fi universe. Developed by Totally Games, *Alien Syndrome*™ will launch simultaneously for the Nintendo Wii™ system and PSP® (PlayStation®Portable) system in summer 2007. *Alien Syndrome*™ offers two fast-paced action-RPG modes – the dramatic and engaging single-player campaign, plus a hugely re-playable co-op multiplayer mode where up to four players can delve into the daring quest. Derived from the classic SEGA IP, *Alien Syndrome*™ for the Wii™ and PSP® plunges players into its easy to pick up and play action-RPG gameplay, while offering depth and a wealth of features and missions to challenge all gamers.

Alien Syndrome™ puts players in control of the strong and enigmatic heroine – Earth Command Trooper Aileen Harding – as she battles through a wide variety of environments including onboard infested spaceships and bizarre alien planets, taking on a mixture of fearsome aliens and colossal bosses. Players can choose from a wide selection of character specialties and skills to hone their character before embarking upon their sci-fi adventure. As they progress through the engrossing campaign, protected by different types of armour and using a variety of melee and ranged weaponry, players can improve their heroine's statistics and discover powerful new abilities.

“*Alien Syndrome*™ is a great update of a classic franchise that has been designed to fit perfectly onto both the innovative Wii™ and the portable PSP®,” said Matt Woodley, Creative Director, SEGA Publishing Europe Ltd. “*Alien Syndrome*™ is the only fast-paced, sci-fi action –RPG for the Wii™ and PSP® and brilliantly blends arcade-style shooter gameplay with elements from RPGs.”

“Completely re-designed from the ground up for the PSP® and the Wii™, this new ***Alien Syndrome™*** offers a refreshing blast-athon on a venerable classic,” said Larry Holland, President and Creative Director of Totally Games. “As well, it has allowed us to exercise our science fiction chops to the fullest to create a totally involving futuristic action-RPG game experience.”

Alien Syndrome™ offers 20 different weapons to use, ranging from flamethrowers, quad-barrelled lasers, nanobot swarms that dissolve enemies and incendiary grenades that unleash fire geysers from the ground. Each weapon offers different advantages and disadvantages, dependent upon how it is used and which speciality the player has chosen to adopt. With the sheer variety of weapons and abilities available to players, any number of combat strategies can be used to defeat hordes of more than 100 different alien enemies.

Alien Syndrome™ on the Wii™ will utilise the Wii™ Remote’s unique gyroscopic feature by enabling players a full range of motion when slashing through enemies, unloading devastation on bosses, or running and gunning through hallways. Players will also be able to access various new game modes and mechanisms. These extra features include using the Wii™ controllers to craft new items, to enhance existing items and character abilities and to hack into computer systems.

For gamers on the go, ***Alien Syndrome™*** on the PSP® is wi-fi enabled so that up to four players can embark upon playing cooperatively through the alien infested levels in various multiplayer modes.

Alien Syndrome™ is developed by Totally Games and will be available for the Wii™ and PSP® system in summer 2007.

For more information on all SEGA games please visit www.sega-europe.com

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SEGA® of America, Inc. is the American Publishing arm of Tokyo, Japan-based SEGA® Corporation, a worldwide leader in interactive entertainment both inside and outside the home. The company develops, publishes and distributes interactive entertainment software products for a variety of hardware platforms including PC, wireless devices, and those manufactured by Nintendo, Microsoft and Sony Computer Entertainment Inc. The SEGA® of America, Inc. Web site is located at www.SEGA.com.

About SEGA® Europe Ltd.

SEGA® Europe Ltd. is the European Distributing arm of Tokyo, Japan-based SEGA® Corporation, and a worldwide leader in interactive entertainment both inside and outside the home. The company develops, and distributes interactive entertainment software products for a variety of hardware platforms including PC, wireless devices, and those manufactured by Nintendo, Microsoft and Sony Computer Entertainment Europe. The SEGA® Europe Ltd. Web site is located at www.sega-europe.com.

About TOTALLY GAMES

Totally Games is a highly respected independent electronic game design and development studio based in Marin County, CA. With more than 20 years experience and numerous top-selling, critically acclaimed titles to its credit, Totally Games has helped drive the evolution and growth of electronic entertainment. Utilizing its wealth of experience, its staff of high calibre talent and its state of the art technology, Totally Games offers a unique combination of game development services on a wide range of platforms, including PC, current and next-gen game consoles, handheld game devices, and mobile phones. Totally Games' Web site is located at www.totallygames.com.

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