



DEEP SILVER

PRESS INFORMATION

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Deep Silver announces Professor Heinz Wolff's Gravity game

Puzzle game to be released for consoles and PC

Deep Silver announces the release of Professor Heinz Wolff's Gravity for Nintendo DS™, Wii™ and PC in the fourth quarter of this year.

Deep Silver presents a puzzle game with an entirely novel concept. Cleverly position differently shaped objects, making use of their environment in such a way that their physical connection and possible forces of leverage will move a ball through the game environment. Then press the button and find out whether you have successfully activated the buzzer! The game offers added variety through multiple solutions and changing backgrounds.

The principle is addictive and will have you spellbound – whether you play on your Nintendo DS as you travel, or on your Wii or PC at home, you will soon be solving one puzzle after another. Learning about physics, the laws of mechanics and gravity has rarely been so much fun!

Master the easy-to-learn, entertaining principle of the game as you progress through gradually increasing levels of difficulty, and you will soon be familiar with the physical and mechanical effects of Professor Heinz Wolff's Gravity!

'Gravity' was developed in collaboration with Professor Heinz Wolff. Born in Berlin, Germany, Heinz Wolff has been working as a professor in England for almost 50 years. He coined the term "bioengineering", among other things, and is well known through his various appearances on television and radio programs.

"Gravity illustrates physical principles in an entertaining way. The concept of the game allows the light-hearted trial of numerous solutions and absorbs the players who are learning something at the same time.", says Professor Heinz Wolff about the game.

In the course of the game, the player will receive advice and useful hints from Professor Heinz Wolff himself.

About Deep Silver

Deep Silver develops and distributes interactive games for all platforms. The Deep Silver label means 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 achieve a maximum of success while maintaining the highest possible quality, always focusing on what the customer desires. Deep Silver products are designed to equally appeal to professionals and beginners, children and adults.

Deep Silver has published around 40 games since 2003, including the most successful adventure of 2006, Secret Files: Tunguska, the bestseller ANNO 1701 (co-published with Sunflowers), the challenging CrossworDS knowledge puzzle game, the horse simulation Horse Life DS, and the soccer MMO World of Soccer Online. Current developments 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 the new game from the Piranha Bytes team. Deep Silver's own developing studio Deep Silver Vienna opened in 2007. For more information please visit www.deepsilver.com

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.
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About Professor Heinz Wolff

Professor Heinz Wolff is one the UK's leading scientific experts and was scientific adviser to the European Space Agency and has also worked with NASA and the Russian space programme. He is probably best-known as the inventor of the term Bioengineering in 1954, to describe an activity designed to make the huge advances, which had been made in technology, during the Second World War, available to the biological sciences. He was in turn director of the Division of Biological Engineering at the National Institute for Medical Research and of the Clinical Research Centre, of the Medical Research Council.

NINTENDO DS, Wii AND THE Wii LOGO ARE TRADEMARKS OF NINTENDO.