



Fact Sheet

<u>Name:</u>	Ninjatown
<u>Publisher:</u>	SouthPeak Games
<u>Developer:</u>	Venan Entertainment in conjunction with Cashmere Productions
<u>Platforms:</u>	Nintendo DS
<u>Genre:</u>	Action Strategy
<u>Release Date:</u>	October 2008
<u>Multiplayer:</u>	Yes
<u>Website:</u>	www.ninjatown.com

Story

Sunny skies, lush forest and rolling hills combine to form the land known as Ninjatown where adorable and honorable Ninjas populate this vibrant yet peaceful place. However, after the mysterious eruption of a nearby volcano, Ninjatown is attacked by hordes of sinister enemies lead by Mr. Demon, who, for reasons unknown, is bent on destruction. It is now time to use each of the Ninjas' unique skills and powers – even the Ol' Master Ninja comes out of retirement to fight off the evil and secure Ninjatown, one district at a time.

Features

- Based on the popular Shawnimals designer toys and plush – this is the first game to bridge the designer toy and videogame worlds
- The game is played from the top down, with the player using the stylus to place buildings and issue commands to ninjas on the battlefield
- Non-stop gameplay that combines town “build” and “defend” modes to keep the action flowing
- Each Ninja has specific powers and weapons that make them well suited to fight off certain enemies
- Ol' Master Ninja comes down from above to bust out special moves like “Get off My Lawn” which uses the Microphone to “blow” enemies around the map
- Each building is upgradeable to keep your fighting Ninjas one step ahead of the forces of evil
- Build support buildings to bolster your Ninja skills and help them fight off the enemy
- Totally unique art style and gameplay bring a fresh look and feel to the DS
- Over 35 maps across 9 districts of Ninjatown to discover
- The creator of Shawnimals and Ninjatown, Shawn Smith, is a former editor at Electronic Gaming Monthly magazine. He knows games!

About Shawnimals

Shawnimals is a character design studio that develops designer toys with a strong emphasis on imaginative and often humorous stories. They produce plush toys, collectible vinyl sculptures, apparel and a variety of other boutique merchandise, all branded with an off-the-wall, yet lovable, cast of creatures. For more information on Shawnimals, please visit <http://www.shawnimals.com/>.

About SouthPeak Games

SouthPeak Interactive Corporation develops and publishes interactive entertainment software for all current hardware platforms including: PLAYSTATION®3 computer entertainment system, PSP® (PlayStation®Portable) system, PlayStation®2 computer entertainment system, Xbox 360® videogame and entertainment system, Wii™, Nintendo DS™ and PC. SouthPeak's games cover all major genres including action/adventure, role playing, racing, puzzle strategy, fighting and combat. SouthPeak's products are sold in retail outlets in North America, Europe, Australia and Asia. SouthPeak is headquartered in Midlothian, Virginia, and has offices in Grapevine, Texas and London, England. www.southpeakgames.com

About Venan Entertainment

Venan Entertainment, Inc. is a leading developer in the exploding mobile and handheld market. Founded in 2002, Venan is a veteran of the mobile games space, with fourteen published titles developed for companies including EA Mobile/Jamdat, Hands On, THQ Wireless and Superscape. Whether creating original titles such as our award winning High Seas: Guns and Gold, or developing conversions of AAA brands like EA Sports NBA Live, Venan excels at bringing high-end gameplay down to low-end devices. Venan's corporate headquarters are located in Cromwell, Connecticut and its website is www.venan.com.

About Cashmere Productions

Founded in 2003, Cashmere provides game design and production services for emerging platforms such as mobile, handheld, and online distribution channels. Working with clients such as Warner Music Group, MINI, and Marc Ecko Entertainment, Cashmere has experience creating completely original products as well as brand extensions. While at Take Two's Rockstar division, Cashmere founder Jeremy Pope played a critical role in producing extraordinarily successful games such a Grand Theft Auto: Vice City, Grand Theft Auto III, and Max Payne. For more information, please visit www.cashmereproductions.net.

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