INFOGRAMES SIGN ANOTHER 'HOT' DEVELOPMENT TEAM

7th July 1999

Infogrames have achieved another development coup by adding the first product from 'Curly Monsters', one of the UK's hottest new development teams, to their portfolio.

Founded last year by the ex-Psygnosis team members responsible for WipeOut 1 and WipeOut 2, Curly Monsters consists of six people with over 40 years of games experience between them.

Infogrames have signed their first product, 'Jet:X' (working title), for release in Q1 2000. Not many details are available yet but the team promises a high velocity jet racing experience that is so far missing from the games market.

'Jet:X' will be published via Infogrames I-Motion studio, one of the three major publishing groups within Infogrames. "Curly Monsters are an immensely talented team." commented Joe Chetcuti, Marketing Manager for action games at Infogrames. "They know what gamers want because they are so passionate about games themselves. However, what makes the team really special is that they are realistic about the marketplace their product has to compete in. They have the potential to become one of Britain's 'classic' development houses and have an unparalleled history to back them up." he continued.

Andy Sattertwaite of Curly Monsters said, "Infogrames can offer us the most powerful marketing and distribution network in Europe. On top of that, they understand how developers like Curly Monsters work. That's why they were the best choice for us to go with."

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For further press information, please contact:

Stephen Hey: Tel: +44 161 827 8000 - Fax: +44 161 827 8001 E-mail: <u>stephen.hey@infogrames.co.uk</u>

Note to editors: Curly Monsters Ltd.

Curly Monsters Ltd. is a small, independent games production company, dedicated to producing high quality entertainment software. Our team consists of six highly motivated and experienced game development professionals with over 40 years of combined industry experience.

Prior to the founding of Curly Monsters, all six team members were employed by Psygnosis. Between us, to quote gamasutra.com, we "six are responsible for ... arguably the only truly triple-A products Psygnosis have released in the 32-bit era."

Founded in May '98, Curly Monsters moved into its studio in Birkenhead at the end of October. By December we had acquired a suitable European publishing deal and the development resources needed to start work on what we knew would be a killer title.

Curly Monsters are (in alphabetical order):

Nick Burcombe - Designer Lee Carus - Artist Martin Linklater - Programmer Chris Roberts - Programmer Andy Satterthwaite - Producer and Office Manager Neil Thompson – Artist

For more information look up: www.culymonsters.com

INFOGRAMES ENTERTAINMENT GAME NATION

INFOGRAMES ENTERTAINMENT is the leading European Company in designing, publishing and distribution of interactive entertainment software for Nintendo, Sega and Sony consoles and PC CD-ROMs.

The company has posted revenue of \$243 million for fiscal year 1997-98 and a net result of \$14 million. For the half year ending December the 31st 1998, INFOGRAMES has posted a turnover of \$193 million and a net profit of \$12 million.

INFOGRAMES carries a major catalogue covering the entire video games market including world famous licenses like Warner Bros.'s Looney Tunes, Mission: Impossible from Paramount, Le Mans 24 hours and Ronaldo and the Brazilian soccer team from Nike.

INFOGRAMES also publishes the famous 'V-Rally' franchise, which has so far sold over three million units. Infogrames is present in 57 countries around the world and owns Europe's leading distribution network in the industry.

Since the launch of a friendly takeover bid for shares in the British company GREMLIN and the acquisition of the American video games publisher ACCOLADE, INFOGRAMES is home to over 1200 experts specialized in the design, publishing and distribution of interactive entertainment software.

INFOGRAMES and its president and CEO Bruno Bonnell are also involved in the first European TV channel dedicated to video games. *For more information look up: www.infogrames.com*