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## ***WILD 9: WHY IS IT TAKING SO LONG? ‘CAUSE IT’S GONNA BE INCREDIBLE!***

ATLANTA, Georgia – Shiny Entertainment announced today at the Electronics Entertainment Expo in Atlanta, they will showcase their highly anticipated, PlayStation™ action title, *Wild 9*™. Available fourth quarter, 1998, *Wild 9* will be the first, original product to be published by Shiny as a division of Interplay. This console title has already garnered the attention of the computer gaming press and the E3 trade show will allow Shiny to get the first real look at the game that seems to be causing a remarkable word-of-mouth consumer demand.

*Wild 9* an intergalactic battle of good vs. evil is guaranteed to re-ignite gamers passion for video gaming. With a bizarre cast of characters and the only weapon that encourages gamers to TORTURE your enemies, *Wild 9* will go beyond gamers wildest expectations.

“In today’s competitive marketplace, games require a HOOK to stand out from the clutter and get major attention,” said David Perry, the CEO of Shiny Entertainment. “*Wild 9* is the first game where you can actually TORMENT your enemies, so basically we are assured that attention!”

As Wex Major, a, 21<sup>st</sup>-century earthling teenager lost in the midst of another universe playing a host to a galactic war, the player will venture through nine wild worlds in search of the evil Karn. Accompanying him on his voyage, are eight other ragtag teenager aliens whose homes and families have been destroyed by the evil Karn and his tyrannical organization of LEGM (Little, Evil, Green Men) bent on universal destruction. Gamers will pole-vault walls and chasms, float on air currents, launch a kaleidoscope of flashing hoops of fire and explosions and burn their enemies to a crisp.

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“*Wild 9* is Shiny's debut showing into the 32-bit video game world and is being heralded as possibly "the most animated game ever." The game will have, by the end of production, well in excess of the 3,000 frames that Shiny's highly animated, award-winning, *Earthworm Jim™* possessed. Exact numbers are not being revealed at this time, but David Perry noted, “You'll probably see more animation in the small portion of *Wild 9* that we're showing at E3 than in both *Earthworm Jim* games combined!”

*Wild 9* is the follow-up property to Shiny's hits, *Earthworm Jim™ 1* and *2* and *MDK™*. As with the *Earthworm Jim™* titles, Shiny has similar plans to develop an animated television show, toy line, comic book and an accompanying licensing/merchandising campaign for *Wild 9*.

Founded in 1993, Shiny Entertainment has established itself as one of the most original, fresh and successful developers in the world. A fully owned subsidiary of Interplay Productions, Shiny Entertainment is headquartered in Laguna Beach, California. Along with *Messiah*, the company is producing two other games for 1998, *R/C Stunt Copter* and *Wild 9*.

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