



For Immediate Release

*Note to editors: Screenshots are now available for download at
<http://creatstudio.com/screens.html>*

TIKGAMES AND CREAT STUDIOS ANNOUNCE THE RELEASE OF SMASH CARS FOR THE PLAYSTATION® NETWORK

*RC Cars Arcade Racing Game Featuring Real-Time Physics and Next-
Generation Graphics to Be Featured in SCEA Booth at GDC*

March 20, 2009 – TikGames (San Mateo, CA) and Creat Studios (Canton, MA) today announced *Smash Cars* as the next release under the partnership between the two companies to deliver next-generation console games for download on the PLAYSTATION®3 computer entertainment system. A follow-up to the original *Smash Cars*, Creat's 2003 'no rules' RC (radio-controlled) racing game, the successful franchise returns to the PlayStation and will be available for download Q2 2009 on the PLAYSTATION3® computer entertainment system, offered via Sony's PlayStation®Network.

Real-time physics, innovative stunts and next-generation graphics combine into a dynamic, tricked-out single and multiplayer RC car racing experience where players twist and turn, grind and gear up, performing aerial tricks and stunts while racking up trophies and points as they race to the finish, all in an unlikely location. Set on a beautiful and tranquil Mediterranean island, the fast-moving, bumper car gameplay style transforms this calm and relaxing setting into a dynamically frenzied raceway. A high-speed mini car racing game with a distinct arcade flavor, gameplay is presented from the unique perspective of a small RC vehicle, setting out to conquer the big world. Players will enjoy realistic driving physics and suspension as the tiny vehicles interact with full-size people and other beach dwellers along their path to victory.

"Smash Cars' unique style of gameplay and physics simulation offers gamers a kart-racing experience that is unmatched and unlike any other," said Vladimir Starzhevsky, CEO of Creat Studios, Inc. *"We are thrilled to be releasing such an innovative and exciting game on the*

PlayStation Network, and are honored that Sony has chosen to feature *Smash Cars* in their booth at GDC this year.”

To win the race, RC vehicles must achieve nitro-fueled rocket boosts for accelerated speed bursts by grabbing big air and pulling off gnarly tricks and jumps. Points are earned by performing the best jumps and aerial tricks, hitting dynamic obstacles, colliding with other cars, skidding and “drifting” along sharp turns, and finishing first. Players can choose from the default Monster Truck style chassis, Buggy or Sports Car configurations, and a visit to the Workshop offers players the opportunity to personalize their vehicle by selecting paint color, glass styles, and decals. Additional body styles are unlocked as players advance.

“With the release of *Smash Cars*, we are pushing the design and gameplay boundaries beyond the casual games arena,” said Anatoly Tikhman, founder and CEO of TikGames. “With the popularity of the original *Smash Cars*, we are very excited to bring the franchise to a next-generation platform and take advantage of capabilities only found on the PLAYSTATION 3.”

Smash Cars will be featured in the Sony Computer Entertainment America Inc. (SCEA) booth at the 2009 Game Developers Conference (GDC) in San Francisco, March 23-27.

Smash Cars will include PLAYSTATION Trophy support and its rating is still pending by the Entertainment Software Rating Board for this platform.

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About Creat Studios: Creat Studios, Inc. is a premier developer of current and next-generation online, console and handheld games. Founded in 1990, Creat's corporate headquarters are located in Canton, Massachusetts, with development studios in Massachusetts and St. Petersburg, Russia. Creat Studios is an official developer for Sony PSP, PlayStation 3, Nintendo DS, Wii and Microsoft Xbox 360, and is a publisher for PlayStation Network. For nearly two decades, Creat Studios has been delivering the highest standards of quality, expertise and client satisfaction to the game industry, and has built its business on meeting and exceeding the expectations of its clients and partners on every project. For more information, please visit www.creatstudios.com.

About TikGames: TikGames, LLC was founded in 2002 by Anatoly Tikhman with a plan to develop the most innovative and entertaining games for digital distribution. Towards that end, he has built an industry-leading studio to deliver a broad range of top quality proprietary games. The company is headquartered in San Mateo, California. Further information is available at www.tikgames.com.

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Media Contact

Michael Robinson
Creat Studios
781-821-5510 x204
m.robinson@creatstudios.com

Mitzi McGilvray
TikGames
650-403-0123 x2005
mitzim@tikgames.com