



ATARI ANNONCE SON PLAN DE LANCEMENT MONDIAL DU JEU 'GHOSTBUSTERS™: THE VIDEO GAME'

- Jeu publié par Atari Inc. en Amérique du nord sur Xbox 360®, Wii™, PLAYSTATION®3, PlayStation®2, PC et Nintendo DS™ le 16 juin 2009**
- En Europe et dans les régions PAL, exclusivité pour PLAYSTATION®3 et PlayStation®2 éditée par Sony Computer Entertainment Europe le 19 juin 2009**
- Sortie mondiale de la version PSP™ (PlayStation® Portable) prévue pour l'automne 2009**

NEW YORK, NY – le 6 mai 2009 – Atari, l'un des éditeurs de jeux vidéo mondialement reconnu, a aujourd'hui confirmé ses plans de lancement pour le très attendu ***Ghostbusters: The Video Game***.

Le titre sera lancé le 16 juin 2009 sur Xbox 360®, PC, PLAYSTATION®3, PlayStation®2, Wii™ et Nintendo DS™ en Amérique du Nord et sera édité par Atari Inc.

Conformément à un accord d'exclusivité pour l'Europe et les régions PAL, le jeu sera lancé sur PLAYSTATION®3 et PlayStation®2 le 19 juin 2009 et édité par Sony Computer Entertainment Europe. Ce lancement coïncide avec le 25^{ème} anniversaire de la sortie originale du film et la sortie de ce classique du cinéma au format Blu-Ray™. Le jeu bénéficiera donc d'une campagne mondiale de promotion et des licences concédées par Sony Pictures Consumer Products.

« ***Ghostbuster : The Video Game*** est l'une de nos plus importantes sorties mondiales de cet été. Au travers de l'activité d'édition d'Atari en Amérique de Nord et avec nos partenaires chez Sony Computer Entertainment Europe, nous avons diversifié notre approche stratégique afin d'optimiser le lancement d'un jeu d'une telle ampleur sur une base globale. » a déclaré Jim Wilson, Chief Executive Officer d'Atari Inc.

De plus, Jim Wilson a ajouté : « *L'intérêt suscité par cette sortie et le 25ème anniversaire de la sortie du*

film continu à croître, les nombreux fans fidèles et les joueurs nord américains pourront jouer à Ghostbusters : The Video Games sur toutes les principales plateformes de jeux dès le 16 juin. »

Le lancement mondial d'une version du jeu sur PSP™ (PlayStation® Portable) est prévu pour l'automne 2009, et sera édité en Europe par Sony Computer Entertainment Europe.

Ghostbusters: The Video Game, inspiré de la franchise cinématographique à succès, est signé des auteurs et stars originaux du film, Harold Ramis et Dan Aykroyd. A cette occasion de nombreux acteurs du film original ont été réunis afin de recréer ce mélange unique d'humour et de frissons qui a fait de Ghostbusters un phénomène de la culture pop. Le lancement du jeu le 16 juin 2009 coïncide avec la date de sortie mondiale du film original sur Blu-ray Disc™ par Sony Pictures Home Entertainment.

Les Ghostbusters Bill Murray et Ernie Hudson ont eux aussi prêté leur voix et leur apparence aux personnages de cette nouvelle histoire, qui se déroule deux ans après Ghostbusters II et voit Manhattan devenir à nouveau le terrain de jeu des fantômes et de forces surnaturelles. Le joueur rejoint l'équipe d'origine et teste une grande variété d'équipements et de gadgets uniques afin de poursuivre, surveiller et capturer une grande de fantômes à travers des batailles à la fois drôles et effrayantes, et dont l'objectif est de sauver la ville de New York de la dernière invasion paranormale en date.

Pour plus d'information sur **Ghostbusters: The Video Game**, vous pouvez visiter le site web : www.ghostbustersgame.com.

About the Game

When Manhattan is once again overrun by ghosts and other supernatural creatures, players will take on the role of a new recruit joining the famous Ghostbusters team. Developed by acclaimed studio Terminal Reality, Ghostbusters: The Video Game will make its debut on the PLAYSTATION®3 computer entertainment system, Xbox 360® video game and entertainment system from Microsoft and Windows PC. The PlayStation®2 computer entertainment system version and the Wii version are being developed by Red Fly Studios, and the Nintendo DS™ version, in which the player takes the role of one of the Ghostbusters themselves, is developed by Zen Studios. The PLAYSTATION 3, Xbox 360, Wii, and PC versions of the game are developed using Terminal Reality's phenomenal proprietary Infernal Engine technology.

About the Film

Ghostbusters, released in 1984, is one of Columbia Pictures' highest grossing films, spawning a hit sequel in 1989 and three successful animated television shows. *Ghostbusters* and its sequel grossed over \$500 million world-wide. *Ghostbusters and Ghostbusters II*, written by Dan Aykroyd and Harold Ramis, produced and directed by Ivan Reitman, starred Bill Murray, Dan Aykroyd, Harold Ramis and Ernie Hudson as ghost hunters for hire, cleaning up Manhattan's buildings of slime-spewing spooks.

About Sony Pictures Consumer Products Inc.

Sony Pictures Consumer Products Inc. (SPCP) is a division of Sony Pictures Entertainment Inc. (SPE) based in Los Angeles which handles the merchandising and branding efforts for some of the most recognized properties in film and television. SPE is a subsidiary of Sony Corporation of America (SCA), a subsidiary of Tokyo-based Sony Corporation. SPE's global operations encompass motion picture production and distribution; television production and distribution; digital content creation and distribution; worldwide channel investments; home entertainment acquisition and distribution; operation of studio facilities; development of new entertainment products, services and technologies; and distribution of filmed entertainment in 67 countries. Sony Pictures Entertainment can be found on the World Wide Web at <http://www.sonypictures.com>.

About Sony Computer Entertainment Europe Ltd.

Sony Computer Entertainment Europe (SCEE), based in London, is responsible for the distribution, marketing and sales of PLAYSTATION®3, PlayStation®2, PSP™ (PlayStation®Portable) and PlayStation®Network software and hardware in 99 territories

across Europe, the Middle East, Africa and Oceania. SCEE also develops, publishes markets and distributes entertainment software for these formats, and manages the third party licensing programs for the formats in these territories. Since the launch of PLAYSTATION 3 in November 2006, over 21.3 million units have been sold globally and continue to be sold at a record level. Maintaining its position as one of the most successful consumer electronic products in history, PlayStation 2 has sold over 136.3 million systems worldwide. Since its launch at the end of 2004, over 50 million PSPs have been sold globally, highlighting the importance of the portable entertainment market. With the huge increase in interest and accessibility of network applications and network gaming, over 20 million accounts have registered to PlayStation Network, the free-to-access interactive environment, and over 380 million items have been downloaded.

More information about PlayStation products can be found at www.playstation.com or visit the Virtual Press Office at www.scee.presscentre.com.

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About Infogrames Entertainment and Atari:

The Infogrames group, including the Atari brand and the massively multiplayer online game company Cryptic Studios, is a global producer, publisher and distributor of interactive entertainment software for all market segments and all interactive game platforms including consoles from Microsoft, Nintendo and Sony, advanced smartphones, Personal Computers, web and online. Its games are sold in more than 60 countries through an international distribution network and direct to consumers via www.atari.com. Atari's extensive catalogue of popular games is based on original franchises (Test Drive, Alone in the Dark, V-Rally, My Horse & Me, Backyard Sports franchise, Total Annihilation, Outcast etc.), Cryptic Studios titles (StarTrek Online, Champions Online), publishing properties (Ghostbusters, The Chronicles of Riddick, The Witcher, Race Pro etc.), international licenses (Dragon Ball Z, Dungeons & Dragons, Jamie Oliver etc.) and classic games covering the entire history of the video game industry (Pong, Missile Command, Asteroids etc).

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