



**FOR IMMEDIATE
RELEASE**



**ATARI ANNOUNCES WORLDWIDE LAUNCH PLANS FOR
'GHOSTBUSTERS™: THE VIDEO GAME'**

- Published by Atari Inc. in North America and Coming to Xbox 360®, Wii™, PLAYSTATION®3 system, PlayStation®2 system, PC and Nintendo DS™ on June 16th, 2009 -

- Coming Exclusively to PLAYSTATION®3 system and PlayStation®2 system in Europe and PAL Regions on June 19th 2009 Published by Sony Computer Entertainment Europe -

- PSP™(PlayStation® Portable) Version Coming Worldwide Autumn 2009 -

NEW YORK, NY – May 6, 2009 – Atari, one of the world's most recognized video game publishers, today confirmed the worldwide launch plans for the highly anticipated ***Ghostbusters: The Video Game***.

The title will launch on the Xbox 360® video game and entertainment system from Microsoft, Windows® PC, PLAYSTATION®3 computer entertainment system, PlayStation®2 computer entertainment system, Wii™ and Nintendo DS™ in North America on June 16th 2009 and will be published by Atari Inc.

In an exclusive deal for Europe and the PAL regions, the PLAYSTATION®3 system and PlayStation®2 system versions will launch on June 19th 2009 published by Sony Computer Entertainment Europe. The launch coincides with the 25th anniversary of the original film's theatrical release and the launch of the Blu-Ray™ of the classic first movie, benefiting from a worldwide launch and licensing campaign by Sony Pictures Consumer Products.

"*Ghostbusters: The Video Game* is one of our most significant worldwide releases this summer. Through Atari's North America publishing business and alongside our partners at Sony Computer Entertainment Europe, we have a strategically diversified approach to maximize a title of this magnitude on a global basis," said Jim Wilson, CEO, Atari, Inc.

He continued: "As excitement in the marketplace continues to accelerate around this title and the 25th anniversary of the movie's release, Ghostbusters' large and loyal fan base and gamers across North America can play *Ghostbusters: The Video Game* across all major platforms on June 16."

A PSP™ (PlayStation®Portable) version of the game is scheduled for worldwide launch in autumn 2009 and will be published in Europe by Sony Computer Entertainment Europe.

Ghostbusters: The Video Game, based on the smash hit motion picture franchise, is penned by original Ghostbusters writers and stars Harold Ramis and Dan Aykroyd and reunites many of the original cast members to recapture the unique blend of humour and fright that established Ghostbusters as a pop culture sensation. The game's launch on 16 June 2009 coincides with Sony Pictures Home Entertainment's worldwide debut of the original motion picture on Blu-ray Disc™.

In addition to Aykroyd and Ramis, original Ghostbusters Bill Murray, and Ernie Hudson lend their voices and in-game likenesses to the original story set two years after Ghostbusters II, with Manhattan once again overrun by ghosts and supernatural forces. The player joins up as a new recruit with the original team, testing a variety of unique equipment and gadgets, to track, wrangle and trap this wide range of awe-inspiring phantasms in an all new funny and frightening battle to save New York City from its latest paranormal plague.

For more information about ***Ghostbusters: The Video Game*** please visit 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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