

FOR IMMEDIATE RELEASE
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Naked Sky Entertainment Announces RoboBlitz™ for Xbox Live® Arcade for Xbox 360™

LOS ANGELES, CA—DECEMBER 2nd, 2005—Naked Sky Entertainment today announced that RoboBlitz™ will be available to gamers through the Xbox Live® Arcade on Xbox 360™ video game and entertainment system from Microsoft in Spring 2006. RoboBlitz™ is a fast-paced action game featuring puzzle-solving and unique physics-based weapons. Players blast through 15+ levels of high-intensity action as Blitz, a multi-talented robot on a mission to save its factory from a band of invading mechanical brains.

“With RoboBlitz, Naked Sky brings to Xbox Live Arcade an enjoyable action title combined with imaginative design,” said Ross Erickson, Xbox Live Arcade Games Portfolio Manager. “It’s terrific to see a game that delivers both thrilling gameplay and cutting-edge technology that really demonstrates the power of Xbox 360.”

RoboBlitz combines the power of the Unreal® Engine 3 and Ageia PhysX™ to deliver a new gaming experience. The core gameplay is supported by advanced physics simulation, which offers players a world built entirely from the latest in game technology and robot control theory. Remarkably, RoboBlitz does all this while having a total download size under 50MB, thereby enabling its distribution via Xbox Live Arcade.

Xbox Live Arcade delivers full-featured downloadable games on both Xbox videogame and entertainment system from Microsoft and Xbox 360. “Releasing RoboBlitz™ through the Xbox Live Arcade on Xbox 360 puts us at the heart of digital distribution,” said Naked Sky CEO, Tian Mu. “Xbox Live Arcade is a new, cost-effective way for independent developers like Naked Sky to get our console games to market.”

For more information on RoboBlitz™, visit www.nakedsky.com.

About Naked Sky Entertainment

Naked Sky Entertainment is an independent, next-generation game developer based in Los Angeles. At the 2005 Intel Developer Forum, Game Developer Conference, and E3, Naked Sky demonstrated an all physics-driven, fully playable Unreal Engine 3-based game demo specifically designed for the new Intel dual-core processor. Composed of top MIT programmers, award-winning Hollywood artists, and game industry veterans, Naked Sky specializes in developing games for next-generation console and PC hardware. For more information, visit the company’s web site at www.nakedsky.com.

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