



FOR IMMEDIATE RELEASE:

***FATAL INERTIA*[®] EX COMING TO PLAYSTATION[®]3 IN MAY 2008**

KOEI's Upgraded Futuristic Racer Coming Exclusively to PLAYSTATION[®] Network

Burlingame, CA – April 30, 2008 -- KOEI, recognized worldwide as the premier brand of strategy and action games, today announced that *Fatal Inertia*[®] EX will be available at the end of May 2008 exclusively on PLAYSTATION[®] Network, and only for PLAYSTATION[®]3 computer entertainment system.

"We're really excited about what we've accomplished with *Fatal Inertia* EX," said Mike Bond, lead game designer for *Fatal Inertia* EX. "Gamers will be amazed by all of the improvements we've made. *Fatal Inertia* EX is a faster, more visually-captivating experience packed with new content not found in the original."

Fatal Inertia EX features a never-before-seen environment exclusive to the PLAYSTATION 3 system. Situated amidst scorching desert dunes, the *Fatal Inertia* Proving Grounds is a mecca for aspiring flight jocks driven to prepare themselves for the mental and physical punishment of low-altitude combat maneuvering. Along with offering a restructured training curriculum, the Proving Grounds are also home to the game's eight new tracks.

A re-tuned flight model improves handling and achieves higher speeds than previously seen. Flight controls take advantage of the DUALSHOCK[®]3 wireless controller and give the optional use of SIXAXIS™ motion sensing technology. The game's newly-added "Master" level Quick Races will push the fastest men and women to their limit.

Fatal Inertia EX delivers heightened visuals which include new weather effects, significant scenery enhancements, and an overhauled garage for racecraft customization. Spread across 59 courses in seven exotic high-definition environments including lush rainforests, massive glacier fields, and canyons of razor-sharp rock, the beauty of *Fatal Inertia* EX could easily mask the harrowing thrills in this high-speed contest of champions.

ABOUT *FATAL INERTIA*[®] EX FOR PLAYSTATION[®]3

Set in the middle of the 22nd century *Fatal Inertia* EX is an evolutionary sporting event that draws from the combined disciplines of rally racing, demolition derby, and tactical air warfare. In this brave new world of combat racing, players pilot their gravity-defying machines through the untamed wilderness, while unconventional weapons move and react to realistic principles of physics and magnetism rather than follow pre-scripted motions.

Fatal Inertia EX delivers a glimpse into the future of racing in stunning 720p HDTV and in-game Dolby[®] Digital audio. Multiplayer features include split-screen two-player races, online and LAN races for up to eight players, plus leaderboards. This game is rated "E10+" (Everyone 10 and older - Fantasy Violence) by the ESRB. *Fatal Inertia* EX is developed by KOEI CANADA. For more information visit www.fatalinertia.com.

About KOEI Corporation

Based in Burlingame, California, KOEI Corporation established operations in 1988 as the North American subsidiary of KOEI Co., Ltd. of Japan. KOEI is respected worldwide as the premier brand of strategy and simulation games, and is the innovator of the Tactical Action genre. The company's *Dynasty Warriors*[®] and *Samurai Warriors*[®] series of games have generated a combined 15 million units in global sales.

KOEI develops, publishes, and distributes interactive software for video game systems and personal computers. For fiscal 2006, KOEI posted worldwide revenues of \$206 million. KOEI maintains operations in Japan, the U.S., the UK, France, Canada, China, Korea, Taiwan, Singapore and Lithuania. More information about KOEI and its products can be found at www.koei.com.

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