

For Immediate Release

FLOWERWORKS – launches December 7th on WiiWare (US)

<http://www.flowerworksgame.com>

Melbourne, Australia - Tuesday, 1 December 2009 - Nocturnal is proud to announce that *Flowerworks*® will launch December 7th for the WiiWare™ service in the US.

Under development for more than 18 months, *Flowerworks* combines flowers and fireworks in a groundbreaking action-adventure game, designed from the ground-up for Wii™.

In *Flowerworks*, the player takes the role of Follie – a friendly (but confused!) alien who crash lands on the mysterious planet Elilia, whilst transporting a cargo of Flowerworks seeds to her Aunty.

As Follie ventures away from the wreckage of her ship, she finds the planet to be unacceptably lacklustre and her self-confidence is shattered! She must explore the planet, rebuild her confidence, and unravel the mysteries of Elilia. By recovering her seeds and growing Flowerworks, she can transform the planet from drab to fab!

Flowerworks is a child friendly, pick-up-and-play title that will appeal to the entire family. The game is designed around the strengths of the Wii.

Flowerworks is available for 1,000 Wii Points™.

Key product points:

- Launches December 7th in the US (2010 for Europe)
- Single player adventure
- Family friendly (suitable for young children as well as adults)
- Adventure mode (15-25hr quest)
 - 50 distinct levels to complete
 - Try for a 5-Star ranking on each level
 - A huge world to explore
 - Extra abilities to collect and master
 - Follow the story of Follie and unravel the secrets of the planet
- Quick Play "Arcade" mode (3 difficulty settings)
- Tutorial mode
- Use the Wii Remote™ to grow flowers, explode fireworks, pacify pesky gnomes, and pop bubbles!
- Supports high resolution 480p mode, and runs at 60 frames per second.
- Available at 1,000 Wii Points.

For more information on *Flowerworks*® please visit the official website:
<http://www.flowerworksgame.com>

Follie character design by Luke Feldman aka SKAFFS (<http://skaffs.com>)

FLOWERWORKS® is a registered trademark of NEA in Australia, and a pending registered trademark in the US.

About Nocturnal Entertainment Australia:

Founded in 2002, and with headquarters in Melbourne, Australia, Nocturnal Entertainment Australia Pty Ltd is a privately owned, independent software development company.

FLOWERWORKS® is their first Wii title, after having released *Ultimate Arcade Games™* for the Game Boy™ Advance system.

For more information on Nocturnal, visit their website:
<http://www.nocturnal-central.com/>

MEDIA CONTACT:

James Hudson

Nocturnal Entertainment Australia.

+61 3 9886 0847

jhudson@nocturnal-central.com