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## **Titmouse Execs Declare “We Make Games!”**

**Titmouse Inc. Launches Titmouse Games with original console game *Seven Haunted Seas* and more**

**March 16, 2009 (Hollywood, CA)** – Titmouse Inc., the creative force behind *Metacalypse*, one of Cartoon Network’s highest rated Adult Swim animated-series, announced today, the creation of its own original game development studio, [Titmouse Games](#).

Whether you know their name or not, you know their work. Animators at Titmouse are the masterminds behind cult favorites like *Avatar: The Last Airbender*, *Afro Samurai* and the *Amazing Screw on Head*.

But, it’s not just couch potatoes that love them; gamers do too. Titmouse created the aggressive rock cinematics for the last four *Guitar Hero* series and just finished work on the upcoming *Guitar Hero: Metallica*.

On the heels of such gaming success, the Company was able to bring Aaron Habibipour up to bat as the new Creative Director for Titmouse Games. An established veteran of the Interactive Entertainment Industry, Aaron has spent the past eight years working with triple-A titles (*Guitar Hero*, *Darkwatch*, *Gun*) and winning several awards for outstanding art and innovative gameplay. He comes to Titmouse with a new arsenal of cutting-edge ideas to help drive the team’s creative vision.

“Titmouse Animation is the worst kept secret in the industry, and we always felt that our super-geek cred and weirdo-but-accessible vibe would apply to the video game world,” says Keith Fay, Vice President and Creative Producer for Titmouse Inc. “Aaron is a big, twisted metal-head geek, and he has the experience and the chops to bring a certain juicy deviance to the Titmouse universe.”

Their first venture, which is currently under lock and key behind some door deep within the Titmouse Games lair, is the original console Action RPG, *Seven Haunted Seas*. A mixture of steam-punk and graphic novel-like artwork, the game is a dark comedic tale about an undead pirate, Scurvy Pete, that returns from hell to find a dark, post-apocalyptic future where he must right all his wrongs to restore the world.

The Titmouse team plans to partner with like-minded publishers and explore options for digital distribution on future projects. “Despite the gloomy outlook of your Earth’s economy, here on planet Titmouse we have never been busier,” says Titmouse Inc., Executive Producer Chris Prynosi. “We have always been about groovy stories and unique characters, and launching Titmouse Games has allowed us to focus our tasty creativity lasers onto a whole new pleasure center of the human brain.”

### **ABOUT TITMOUSE ANIMATION**

Titmouse is a full service animation studio located in Hollywood, California. The Company specializes in traditional animation using the latest in state-of-the-art digital techniques. In existence for just over five years, the studio has already produced a string of high profile, highly successful projects ranging from broadcast and cable television, to feature film, national commercial advertising campaigns and well known TV and film main title sequences. In addition to production, Titmouse has harnessed a cutting-edge creative team with many collective years of success to create and develop an aggressive slate of original projects that span all media platforms. For more information visit [www.titmouseinc.com](http://www.titmouseinc.com).

### **ABOUT TITMOUSE GAMES**

Titmouse Games is an independent video game developer that provides fierce, indie content for consoles, mobile, and more. Making hard-hitting games from their own original IPs, and hand-picked licenses, the Company strives to “keep-it-real” through the digital distribution of original content that feeds the needs of today’s hardcore gamers.

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