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Press Release

Gigolo Assassin Part III launches 18th October 2008

Fact

The third and final act of 'Gigolo Assassin' has just launched on Adultswim.com. The now-complete 'point-and-click' adventure spans three exotic and colourful locations including the idyllic-seeming Cobra Cabana nightclub, the spooky Residence d'Eville and finally the Bondesque layer of the Spider Queen herself!

Gigolo Assassin features an average of around 6 hours of game-play, almost 65 screens to explore, more than 50 unique characters to interact with and over 50,000 words of dialogue.

Play Gigolo Assassin and "give evil the shaft"!

Detail

The influence of the Sisterhood is spreading across the world, infiltrating governments and toppling nations. All attempts to stop them have failed. The United Nations has turned to its last hope: you – the Gigolo Assassin!

After choosing your codename, you must then attempt to penetrate the ranks of Sisterhood and bring evil to justice in this classic "point-and-click" adventure. Expose the Sisterhood's schemes with a mixture of smooth talking, puzzle-solving and sexy dancing to bring the Spider Queen and her minions to justice and uncover the secret family history of the Gigolo Assassin!

Director of games Paul Croft says: "The release of this final chapter has seen us bring the story of Gigolo Assassin to its thrilling conclusion. Fans of the series have returned to Adultswim.com each month as the game has grown and each twist in the plot has developed. We're proud to count Gigolo Assassin as one of our landmark titles with top quality game play and our highest production values to date."

A full description of Gigolo Assassin and information on its development and history can be found in the case studies section of Mediatonic.co.uk.

For any further information please contact:

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About Mediatonic

Mediatonic is an independent developer of premium web games based in London. We work with major games publishers including Nintendo, SEGA, EA and Popcap to deliver their games on the internet. In addition, we create, license and publish our own independent games.