DC Studios announces the return of the Commodore 64 in an all new Direct to TV (D2TV™) unit

Submitted by: Indoctrimat
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Montreal, Canada and Glasgow, Scotland. February 3rd 2005. Videogame developer DC Studios is extremely happy to announce that its Commodore 64 Direct To TV console is to be released in the UK and Europe.

The C64 D2TV™ recreates 30 of its most well known games from the Commodore 64 home computer, including favourites from legendary developers Epyx, the Bitmap Brothers and Hewson. The C64 D2TV™ brings the seminal Commodore experience to a whole new generation of consumers, allowing them to relive the excitement the early generation of games systems without the long loading times.

The C64 DTV™ was created by DC Studios in conjunction with Ironstone Partners and Mammoth Toys. Mammoth Toys is the manufacturer of the unit and its exclusive North American Distributor. The C64 D2TV™ will be distributed in Europe by the Toy Lobster Company.

Retro gaming is hugely popular at present, on mobile phones, on digital TV and through direct to TV consoles. The return of the most successful gaming computer of the 80s has been long overdue. The C64 D2TV™ was released in the US for Thanksgiving 2004 and has been an enormous success with over 250,000 units sold – over 40,000 of those being sold on the day of lauch. Now Europe gets its own custom version, specifically designed for European territories.

The DTV contains the classic games: Alleykat, California Games, Championship Wrestling, Cyberdyne Warrior, Cybernoid, Cybernoid II, Eliminator, Exolon, Firelord, Gateway to Apshai, Head the Ball, Impossible Mission, Impossible Mission 2, Jumpman Junior, Marauder, Maze Mania, Mission Impossibubble, Nebulus, Netherworld, Paradroid, Pitstop, Pitstop 2, Ranarama, Speedball, Summer Games, Super Cycle, Sword of Fargoal, Uridium, Winter Games and Zynaps.

Mark Greenshields, the managing director of DC Studios, said, "I am overjoyed to have created the C64 D2TV™. The Commodore 64 was one of the most popular gaming systems ever and one that I worked with from the earliest days of my career. This is why I felt so strongly about the project and why DC was the perfect partner to recreate such an important and well-loved games system. With our partners in Ironstone and Mammoth, Commodore 64 lovers all over the world – as well as a whole new generation of fans can experience what we did in the 80s. It is a great feeling to resurrect the C64. It has been incredibly well received in North America and we are looking forward to a similarly great response in Europe." said Mark Greenshields, CEO of DC Studios.

For more information on DC Studios please contact us:

For more information on Ironstone please visit www.ironstonepartners.com

For more information on Mammoth Toys please visit www.mammothtoys.com

For more information on the Toy Lobster company please visit www.toylobster.com

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About DC Studios

With offices in Montreal, Canada, Glasgow, Scotland and Bristol, UK, DC Studios is one of the top development studios in the world today. The company is financially strong and is (and always has been) profitable, making it a reliable and dependable partner.The company has worked with clients such as Konami, Ubisoft, HIP Interacitve / Arush , ABC, Decode Entertainment, Majesco, In-Fusio, THQ and many others across all current games platforms, including the PC, PlayStation, PlayStation 2, XBox, Gamecube, GameBoy Advance, DS, PSP and mobile phone handsets. Since it was founded in 1999 the company has shipped over 50 titles including the best selling Bratz (Ubisoft), Tour de France Centenary Edition (Konami) and The Cat In The Hat for Take 2. DC Studios worked with Majesco on the development of their proprietary GBA-VIDEO technology which has been hugely successful with titles such as Spongebob Squarepants, Yu-Gui-Oh, Sonic X and Dora the Explorer.

Online: www.dc-studios.comDesign, Develop, Deliver

For further information please contact

Brian Baglow
Indoctrimat PR
M: +44 (0) 7747 792247
E: brian@indoctrimat.com