



Let's Tap; Let's Catch; Let's Play!

From the genius mind of Yuji Naka, two new innovative Wii Titles Hit Shelves and the Nintendo Channel this week

LONDON & SAN FRANCISCO (June 16, 2009) – SEGA® Europe Ltd. and SEGA America, Inc. today announced they have shipped *LET'S TAP*™ for Nintendo Wii™, which will be available at retail for £24.99. Another Wii exclusive, *LET'S CATCH*™, Yuji Naka's second title from his Prope studio, will be available for download from the Nintendo Channel store on the day of the *LET'S TAP* release - 19th of June 2009.

Blazing new ground in the Nintendo Wii™ control design allows *LET'S TAP* players to simply tap their fingers on the Wii remote, giving hours of simple unadulterated fun. *LET'S CATCH* brings the time-honoured game of catch into players homes but with some creative new twists! *LET'S TAP* and *LET'S CATCH* are the first two products developed by Prope, the studio that Sonic the Hedgehog™ creator Yuji Naka established in 2006.

“We’re very excited to offer this new and innovative way of playing with the Wii” says Gary Knight, European Marketing Director SEGA Europe. “Let’s Tap and Let’s Catch have made outstanding use of the creative technology available on this platform, making gaming easy for all generations and levels of players.”

Developed exclusively for Nintendo’s Wii™ system, *LET'S TAP* utilises a ground-breaking control scheme whereby the Wii remote is placed on a box or flat surface so it can detect minute vibrations. Consumers of all ages and skill levels then tap the box or flat surface to interact with the game, so there’s no need to hold the controller!

LET'S TAP presents an assortment of different finger-tapping challenges for players to master, in *Tap Runner* differing finger tapping pressure makes simple stick figure racers run through an obstacle course, whilst *Visualizer* allows users to create dazzling fireworks,

dramatic paint strokes and other effects as they tap out different rhythm patterns corresponding to different effects. *Silent Blocks* finds players taking turns removing blocks from a large stack, but tapping too hard will result in a collapsing stack of blocks. *Bubble Voyager* allows players to fly through space, blasting obstacles and enemies in order to reach the far stretches of the universe, and finally *Rhythm Tap* sees players tapping their fingers in time to high energy music.

LET'S CATCH is a new twist on the game of catch with six different single and multiplayer modes to play. Excelling through good timing and hand-eye coordination, players will find themselves playing games that range from passing a bomb before it explodes; testing their ability to catch a fast ball, and challenging throwing accuracy.

LET'S TAP and *LET'S CATCH* were developed at Prope Tokyo. For more information on both titles please visit www.sega.com/letstap

For press assets please visit <http://www.sega-press.com>

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