



**PRESS RELEASE**

**Digital Bros SPA: Finding Nemo is one of the Christmas bestsellers**

**The launch of the official videogame of Disney's film has generated revenues of around 2 million Euro**

Finding Nemo, the official videogame of Disney's film, distributed in Italy exclusively by Halifax, Digital Bros division, has sold more than 50.000 copies, positioning itself as the best selling family game of the Christmas period.

The commercial success of the videogame, available for PC and for all the next generation consoles, follows the success of the animated film, one of the best performing titles of the Italian box office. The synergy between the two media is very relevant: the videogame follows the plot of the film, with great attention to the interactive digital contents suitable for ages three and over.

The launch of the Finding Nemo videogame has generated revenues of 2 million Euro contributing to the attainment of the company's revenue objectives in the current fiscal year.

"The success of Finding Nemo – has commented Raphael Galante, CEO of Digital Bros S.p.A. - demonstrates how the videogame market is now able to address itself to different audience with high quality products which are also suitable for younger audiences. The union of cinema and videogames – concludes Galante – is destined to repeat itself in March when the simultaneous launch of the new animation film by Disney, Brother Bear, and the official videogame available for PC and Game Boy Advance, will take place."

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The **Digital Bros** Group has been listed on the New Market since October 20, 2000. It is one of the first companies in Europe to offer a complete range of Digital Entertainment produced and distributed on-line (Internet), on-air (Digital Satellite TV) and off-line (sale of multi-media products to retailers).

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