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**Super Happy Fun Fun, Inc.
Contact:**

Mark Stephen Pierce
512-349-7877 Ext. 100
mpierce@shff.com

Bill LaCoste
512-349-7877 Ext. 122
blacoste@shff.com

A New Hero Arrives to Battle the Black Knight!

Return to Dark Castle released for Mac OS X and above

Super Happy Fun Fun, Inc. Austin TX.– March 20, 2008 – Super Happy Fun Fun, Inc. announced today that the 3rd installment of the classic Dark Castle series, ***Return to Dark Castle***, has shipped for Macintosh OS X and above and is available for purchase from its website, <http://www.superhappyfunfun.com>.

After 10 years in the making, the long awaited ***Return to Dark Castle***, developed by Z Sculpt, is finally here. A new hero has arrived, ready to face the perils of the Dark Castle and destroy the cruel Black Knight once and for all. Who is this new hero? What happened to the valiant Prince Duncan? Find out in ***Return to Dark Castle*** featuring:

- Over 80 action and puzzle packed levels
 - o All 30 classic, re-mastered levels from ***Dark Castle*** and ***Beyond Dark Castle***
 - o 50 brand new levels faithfully built and integrated into a new extensive quest
- 25 Orbs to collect (5 times that of ***Beyond Dark Castle***)
- New monsters, bosses, weapons, power-ups, and secret items and rooms
- Random labyrinths and mazes that provide unique puzzles every time
- Game recording and playback so users can share replays of their accomplishments
- Support for most gamepads and joysticks

Now in its 22nd year, with over 1 million copies sold, the *Dark Castle* game series continues to stand out as one of the most popular and highly recognized Mac franchises of all time. *Dark Castle* occupied MacWorld Magazine's Top Five Best-Seller Entertainment Software List for over 36 Months from 1987-1990. Many of these months *Dark Castle* occupied the #1 slot and often both *Dark Castle* and the sequel, *Beyond Dark Castle*, occupied two of the top five rankings.

Mark Stephen Pierce, designer of the original Mac games, and founder and CEO of Super Happy Fun Fun, states, “It is a thrill to play this game. Z Sculpt’s loyalty to the original gameplay on the 50+ new levels is amazing. In a world of me-too casual games and overblown, self important epics *Return to Dark Castle* delivers old-school video game challenge with slapstick and puzzle elements in a fun and addictive combination that really stands out.”

To purchase this addictive game with classic roots and for more information on *Return to Dark Castle*, set your browser to <http://www.darkcastle.tv>.

About Super Happy Fun Fun, Inc. - Super Happy Fun Fun is focused on the development and deployment of innovative, games for mobile, PCs, Macs and TV-Games since its founding by industry veterans in 2001. It designs and creates top quality intellectual properties and develops and delivers innovative technologies that appeal to the broadest markets possible. SHFF has extensive experience in building profitable products with leading partners across many platforms. <http://www.superhappyfunfun.com>.

About Z Sculpt - Z Sculpt Entertainment was founded by Zack Black and Zack Morris in 1996 with the goal of bringing back the classic style of gaming reminiscent of their childhood. With this vision they created their first game: *Meteor Storm*, an arcade style space shoot ‘em up, *Retro*, and soon *Khufu* (a multiplayer puzzle game in development). Their work continues with the release of *Return to Dark Castle*. <http://www.zsculpt.com>.

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