

DEF JAM RAPSTAR CONFIRMED FOR NOVEMBER

Drake, Outkast and More Confirmed In Game, Exclusive Freestyle Beats by DJ Premier and Just Blaze

SYDNEY – June 07, 2010 – Konami Digital Entertainment GmbH and Mindscape are pleased to announce the release date for **Def Jam Rapstar**, the first true interactive Hip Hop music game experience. Developed by 4mm Games, Terminal Reality and Def Jam Interactive, **Def Jam Rapstar** will be available in Australia on November 4, 2010 for the Xbox 360™ video game and entertainment system from Microsoft, PlayStation®3 computer entertainment system and Nintendo Wii™. Details on Australian pricing and bundle information will be forthcoming.

In addition, **Def Jam Rapstar** is proud to reveal the next songs to be featured in the game, including Drake's "Best I Ever Had", Outkast's "So Fresh, So Clean" and more. **Def Jam Rapstar** is also excited to announce DJ Premier and Just Blaze as the first confirmed producers who will be providing exclusive instrumental beats for **Def Jam Rapstar's** Freestyle Mode, which allows the aspiring emcee a chance to deliver their own original rhymes over never before heard tracks by some of today's hottest producers.

ARTIST	SONG
Biz Markie	Just A Friend
Drake	Best I Ever Had
Ice Cube	Today Was A Good Day
Outkast	So Fresh, So Clean
Redman and Method Man	Da Rockwilder
Salt-N-Pepa	Push It

Freestyle Mode Producers and Tracks Confirmed

PRODUCER	TRACK
DJ Premier	JJ's Beat
Just Blaze	On the One

The ultimate emcee experience for video game consoles, **Def Jam Rapstar** is the only music game that focuses exclusively on Hip Hop, you and your social networks. With more than 40 of the greatest Hip Hop songs available at release, **Def Jam Rapstar** allows you to be the star: by rhyming, using your console camera, and uploading your video to the fully integrated **Def Jam Rapstar** community at www.defjamrapstar.com. **Def Jam Rapstar** also offers you the ability to freestyle over tracks by some of the hottest hip hop producers and upload your freestyle performances for the world to decide how good you really are.

For more information of **Def Jam Rapstar**, including all confirmed tracks in game, please go to www.defjamrapstar.com or contact Rebecca Tannous at Mindscape on +61 2 9964 0476 or Rebecca.tannous@mindscape.com.au

To follow *Def Jam Rapstar* on Twitter please visit www.twitter.com/defjamrapstar.

About Konami

Konami is a leading developer, publisher and manufacturer of electronic entertainment properties. Konami's titles include the popular films Metal Gear Solid, Silent Hill, DanceDanceRevolution and Castlevania, among other top sellers. The latest information about Konami can be found on the Web at www.konami.com. KONAMI CORPORATION is a publicly traded company based in Tokyo, Japan with subsidiary offices, Konami Digital Entertainment Co., Ltd. in Tokyo, Japan, Konami Digital Entertainment, Inc. in the United States and Konami Digital Entertainment GmbH in Frankfurt, Germany. KONAMI CORPORATION is traded in the United States on the New York Stock Exchange under the ticker symbol KNM. Details of the products published by Konami can be found at www.konami-europe.com.

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About Mindscape (www.mindscape.com.au)

Mindscape develops, publishes and distributes kids, family and NextGen games, productivity and reference software on the PC, Mac, DS, Wii, Playstation, Xbox and online platforms. The company's rich portfolio of award-winning products include Broderbund, Encyclopaedia Britannica, Endemol, Hoyle Games, IMSI, Konami, Legacy Interactive, Mark Burnett Productions, Myhorseclub, Nancy Drew, Nuance, Playfirst, PopCap, Punch, Roxio, The Learning Company, Thomas & Friends and Universal Music. Mindscape is a publicly listed company on the Paris Stock Market – Alternext since December 2007, with offices throughout Europe and Australia.

About Def Jam Interactive

Def Jam Interactive, a division of Def Jam Enterprises, is a leading producer and marketer of interactive software games and a preeminent force in the digital industry. It is committed to delivering high-quality, cutting-edge video game titles to consumers by providing an authentic hip hop experience through gameplay, cultural nuances, strategic partnerships, music, talent, and executive direction. Def Jam Interactive was the first hip-hop brand to successfully partner in the gaming space and to date has produced multiple platinum-selling console titles, including Def Jam Vendetta, Def Jam Fight for NY, and Def Jam Icon. It is the only viable hip hop brand that has trusted consumer loyalty in the gaming space. For more than 20 years, the executive team has successfully extended the Def Jam brand in comedy, poetry, television, apparel, mobile, to name a few. For more information, please visit www.defjaminteractive.com.

About 4mm Games

Headquartered in New York City, 4mm Games is an independent global interactive entertainment company that is forging a new approach to content creation: Constantly Connected Gaming™. The company is concentrated on incubating, producing, developing, and releasing a diverse portfolio of culturally relevant entertainment properties that join together multiple platforms including video game consoles, personal computers, mobile devices, and the Internet. For more information, please visit www.4mmgames.com

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About Autumn Games

Autumn Games is a premier publisher of interactive entertainment focused on partnering with leading creative talent to deliver blockbuster video games and related media. Through long-term partnerships with a number of the most respected game studios in the industry, Autumn's mission is to support these creative teams in their efforts to make cutting-edge, culturally impactful entertainment. Autumn Games was founded as a joint venture between Communications Equity Associates ("CEA") and Autumn Entertainment Partners ("AEP"), combining CEA's 37 year track record in global media and entertainment private equity and merchant banking with AEP's unparalleled expertise in content finance. For more information, please visit www.autumngames.com.

About Terminal Reality

Terminal Reality, Inc. (TRI) founded by lead programmer/CEO Mark Randel in 1994, is an independent industry veteran. With a focus on quality, technology and tools, TRI has shipped more than 30 titles, with more than 80 SKUs. Using the technology behind the highly acclaimed Ghostbusters: The Video Game, Terminal Reality spawns the next wave in game development: The Infernal Engine.

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