

Shin'en Multimedia extends its audio services to Nintendo's Wii Ware™.

After creating soundtracks for almost 200 games Shin'en now also provides audio outsourcing services for Nintendo's upcoming Wii Ware™ platform.

Munich, Germany – January 10, 2007 – Shin'en Multimedia, a leading game developer and leading audio producer for the Nintendo platforms today announces to extend its audio outsourcing services to the Nintendo Wii Ware™ platform.

As Wii Ware™ developers are more limited in resources than with disc based games they need to have custom data solutions for their audio. Shin'en delivers thrilling custom sequenced soundtracks that use only a fraction of resources compared to those needed with streamed audio for nearly a decade. Shin'en now extended its proven DSX toolchain to produce audio that makes full use of the fantastic Wii sound capabilities.

"We are happy to extend our audio services to the Wii Ware platform™. This shows again our position as leading audio outsourcing company for Nintendo systems" said Manfred Linzner, Project Manager at Shin'en.

For more information about our services please visit <http://www.shinen.com/music>



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About Shin'en Multimedia:

Founded in 1999, Shin'en Multimedia is located in Munich and is an officially licensed developer for the Nintendo Wii™ and Nintendo DS™. Shin'en Multimedia delivered audio middleware and created soundtracks for nearly 200 games and is therefore one of the biggest audio producers for Nintendo systems. Besides several own developed brands like the famous Iridion-Series or Nanostray the development team creates games for leading publishers around the world. For more information about our games or technology, please visit: www.shinen.com