Physical Delivery from SwiftCD
Brings *Bone Monkeys versus Dinosaurs* to PC Gamers
On-Demand Leader Helps to Save the Dinos with Manufacturing and Distribution for Hot New PC Game

ATLANTA, GA – December 4, 2006 – **SwiftCD (www.SwiftCD.com)** will be helping to save the Dinos -- and handling the worldwide on-demand CD manufacturing and fulfillment, of a hot new game for the Windows PC Platform entitled **Bone Monkeys vs. Dinosaurs**. Set for release on December 1, 2006 from the talented minds at **Kaibridge, Inc.** and just in time for the holidays, *Bone Monkeys vs. Dinosaurs* provides fun and excitement for gamers of all ages, with CD availability on-demand, thanks to the unique technology from SwiftCD.com.

In *Bone Monkeys vs. Dinosaurs,* Paleo Park is under attack, and game players must save a paleontologist's precious dinosaur fossils from the greedy clutches of the Bone Monkeys, who have suddenly appeared to steal the last remains of the dinosaurs. By chiseling away at the dinosaur fossils and running off with the bones, the mischievous Bone Monkeys are quickly destroying years of scientific work. *Bone Monkeys vs. Dinosaurs* is a hilarious, fast-paced and adventurous PC game that deftly combines the fascination of dinosaurs (including the task of reassembling superb, beautifully realistic dinosaur skeletons) with a rock 'em, sock 'em action game that shouldn't be missed.

Each *Bone Monkeys vs. Dinosaurs* PC game CD will also feature the latest in security technology, with a DRM 'wrapped' product that efficiently and invisibly copy-protects the game without detracting from the ease of installation or enjoyment of gameplay. The game's copy-protection security was provided via SwiftCD's partner in Digital Rights Management, Softwrap (www.softwrap.com), in a unique DRM system that enables the protection of software so that it can be distributed either in a "buy and then use" or "try-before-you-buy" format, creating the opportunity for additional sales and word of mouth on the game, as well.

"We're delighted to be able to support Kaibridge, Inc., with manufacturing and fulfillment on such a terrific and entertaining game," comments SwiftCD CEO **Jason Foodman**. "SwiftCD's unique on-demand capabilities are tailor-made for video game creators like Kaibridge by offering a trusted and seamless turn-key physical distribution solution, while also eliminating the need for costly warehousing."

"By working with SwiftCD, we ensure that our new and exciting game reaches customers quickly and dependably, no matter where they are," comments **Dan Mayhew**, president of Kaibridge Inc. "SwiftCD's added benefits include advanced DRM security as well as the knowledge that the most up-to-date version of our game is always available to customers worldwide."

Bone Monkeys vs. Dinosaurs combines humor, adventure, and science, and is set in the fascinating world of Paleo Park, a dinosaur park featuring a number of different, fully-articulated dinosaur skeletons in different areas. Each time a bone is stolen from a dino skeleton by a monkey, it turns red (and if an entire skeleton turns red, Monkeys win). To save the dinos and win the game, the player battles the Bone Monkeys to save each different exhibit. Tactics include bonking the Bone Monkeys on the head, shooing them, scaring them, or using the awesome power of the Banana Cannon, which is loaded with beach balls, freezing cubes, antigravity capsules, and bowling balls. Players can also answer cool, fascinating and super-silly dino quiz questions to get further help along the way. In the end, if you bonk all the Bone Monkeys, the level is won! The game is ESRB-rated "E" for everyone, and includes the option of three different levels of gameplay (Easy, Medium, and Hard). There are over 60 entertaining voices that guide players, so no reading is necessary and even the youngest players can laugh along and help save the dinos!

Bone Monkeys vs. Dinosaurs is for the Window PC platform, and CD-ROM versions can be ordered online for $29.95. For more information on *Bone Monkeys vs. Dinosaurs,* please visit **www.PlayingwithDinos.com**.

About Kaibridge, Inc.

Kaibridge uses propriety technology to create authentic and engaging digital animals. Kaibridge products include video games and interactives for museums and media companies. Kaibridge is located in Eugene, Oregon and is a spinout of the University of Oregon's Computer and Information Science Department.

About SwiftCD

A division of DigitalSwift Corporation, SwiftCD (**www.SwiftCD.com**) is the leader in manufacturing and fulfilling on-demand, dynamic and build-to-order CDs and DVDs. With no sign-up fees, setup fees, minimums or exclusivity requirements, SwiftCD provides its customers with technology, reliability, scalability and dependability found nowhere else. Thousands of software companies worldwide depend on SwiftCD for the daily receiving, manufacturing, packing and shipping of their products. SwiftCD was awarded "Best CD Fulfillment Service" in the 2006 Software Vendor Marketing Awards.

For more general information or background materials on SwiftCD.com, please contact publicist Angela Mitchell at *Amitchell@swiftcd.com*, or call **(904) 982-8043** -- or visit **www.SwiftCD.com**.

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Images and Logos
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SwiftCD is the leader in manufacturing and fulfilling on-demand, dynamic and build-to-order CDs and DVDs.

*Kaibridge, Inc.'s choice of SwiftCD means that PC gamers everywhere can be assured of timely, secure, and dependable receipt of their exciting new game, **Bone Monkeys vs. Dinosaurs.***