



NERD CORPS SIGNS ON KEY BROADCAST AND MERCHANDISING PARTNERS FOR *STORM HAWKS*TM

- **Multi-Regional Pick-Up on Cartoon Network UK, France, Latin America and US**
- **MGM signs on as North American merchandising agent; television and video distributor for key markets including Latin America and Asia**
- **Spin Master takes on worldwide master toy license**

Vancouver, Canada (June 21, 2006) —On the heels of its first broadcast sale to YTV in Canada, Nerd Corps Entertainment has signed several new key strategic deals for its premiere original property *Storm Hawks*TM, picking up three new broadcast berths, a licensing agent and master toy partner.

The flight path for this unique comedy/action-adventure series will now span the globe, as it launches next fall on Cartoon Network in the U.K., France, Latin America and in the United States. MGM Consumer Products will act as the North American licensing agent for *Storm Hawks*, taking its L&M portfolio to new heights. MGM has also acquired the international television distribution rights to the series, excluding Western Europe and North America. Rounding out the list of top tier partners, Spin Master Toys has come on board as worldwide master toy licensee.

“We are extremely excited to be working with such top level companies as Cartoon Network, MGM and Spin Master,” says Nerd Corps Supreme Commander and series creator Asaph “Ace” Fipke. “We couldn’t ask for stronger partners to launch this type of series worldwide. Our first priority is to deliver a spectacular show, and securing these key broadcast deals, first with YTV and now with Cartoon Network, ensures *Storm Hawks* has the opportunity to become a massive hit.”

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“The series’ character-driven stories and incredible action sequences lend themselves extremely well to platforms such as video games or toys, giving kids the ability extend the Storm Hawks fantasy offscreen,” adds Ken Faier, El Presidente of Nerd Corps. “With its passion for the property and reputation as an innovator and groundbreaker in the toy industry, Spin Master is well positioned to take full advantage of everything the series has to offer. Add to that the combined reach and depth of experience that MGM’s licensing team and distribution arm brings to the table, you have all the ingredients for *Storm Hawks* to become a truly global brand.”

“The appeal of *Storm Hawks* for Cartoon Network UK, France, Latin America and US is its perfect mix of action and comedy, combined with visually stunning animation,” says Cecilia Persson, Vice President of Programming, Acquisition and Presentation at Cartoon Network Europe.

“We envision *Storm Hawks* will become one of the coolest new kids animated series in North America,” says Travis Rutherford, executive vice president, MGM Consumer Products and Location Based Entertainment. “With its mixture of comedy, action and adventure, the series will undoubtedly resonate with six- to 11-year-old boys. Also, the *Storm Hawks* live in and protect a rich world that provides us an opportunity to develop creative and imaginative products such as toys, interactive games and collectibles.”

“Nerd Corps has created and produced a brilliant show. We are so thrilled to be a part of it,” says Adam Beder, VP global licensing for Spin Master. “*Storm Hawks* is action-packed with adventurous storylines and exciting characters, lending itself to an equally great line of products. This partnership is a natural fit and we’re looking forward to a long term relationship.”

Launching with 52 x half hour episodes of high-end 3-D animation, *Storm Hawks* is set in a fantastical world where squadrons of high-flying Sky Knights battle to protect their air turf. Five mismatched teens have found the wreckage of legendary sky knight squadron The Storm Hawks, and now, armed with transforming flying motorcycles, these punks are dog-fighting some of the nastiest villains ever to hit the skies. Too young for fear (or a pilot's license), the new Storm Hawks are burning rubber and cracking rudders on a tailspin adventure that will take your breath away... or just make you lose your lunch!

About Cartoon Network

Cartoon Network is available in 21 languages across 25 separate feeds in 160 countries in 193 million homes worldwide. It is the home of the cartoon stars and the best place for comedy, gaming and fun. On TV it offers the best entertainment 24 hour a day from its own major hit shows and the Cartoon Network experience is also available on its multi-award winning websites, with games on digital cable and satellite, on mobiles and from its best selling comics. The channel launched in the US in 1992 and in Europe in 1993 and now has localised services in 14 languages throughout Europe, the Middle East and Africa. Cartoon Network also has offices providing channels for Latin America, Asia Pacific and Japan. Cartoon Network is operated by Turner Broadcasting, a Time Warner company.

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About Metro-Goldwyn-Mayer Inc.

Metro-Goldwyn-Mayer Inc., through its operating subsidiaries is actively engaged in the worldwide production and distribution of motion pictures, television programming, home video, interactive media, music, and licensed merchandise. The company owns the world's largest library of modern films, comprising around 4,000 titles. Operating units including Metro-Goldwyn-Mayer Studios Inc., Metro-Goldwyn-Mayer Pictures Inc., United Artists Films Inc., MGM Television Entertainment Inc., MGM Networks Inc., MGM Distribution Co., MGM International Television Distribution Inc., Metro-Goldwyn-Mayer Home Entertainment LLC, MGM ON STAGE, MGM Music, MGM Consumer Products and MGM Interactive. In addition, MGM has ownership interests in international TV channels reaching nearly 110 countries. Under the supervision of new Chairman and CEO Harry Sloan, MGM is revitalizing all areas of the company. As a result, the studio is now being positioned as an independent, vertical integrated multi-media company. MGM ownership is currently as follows: Providence Equity Partners (29%), Texas Pacific Group (21%), Sony Corporation of America (20%), Comcast (20%), DLJ Merchant Banking Partners (7%) and Quadrangle Group (3%). For more information, visit www.mgm.com.

About Spin Master Ltd.

Spin Master™ Ltd. is a multi-category children's entertainment company that, since 1994, has been designing, developing, manufacturing and marketing consumer products for children around the world. Spin Master™ is ranked among the top 10 North American toy manufacturers and is a dominant leader in the children's entertainment industry. Spin Master™ is comprised of such best-selling brands as Air Hogs®™, Aquadoodle™, Bella Dancerella, Black Belts, Bounce 'Round™, 7-11™ Slurpee Maker, and Moon Sand. Most recently Spin Master™ Ltd. has entered the market of children's room décor. The Marshmallow™ brand consists of licensed and non-licensed children's furniture. Spin Master™ employs over 300 people with offices in Toronto, New York, Paris, London, Hong Kong and China. For more information, please visit www.spinmaster.com.

About Nerd Corps Entertainment Inc.

Nerd Corps Entertainment is a full service property development and animation studio based out of Vancouver, Canada. Formed in 2002, the company's primary objective is to break free from the preconceived boundaries of 3-D animation in order to produce stylistically innovative animated projects—from concept all the way to final delivery—based on a solid foundation of great storytelling. An industry rarity in its ability to deliver on every aspect of franchise creation, Nerd Corps is poised to emerge as one of the premier animation property developers and producers in the field. Working in a state of the art studio with more than 80 highly skilled artists and production staff, the company is well equipped to provide creative input, expertise and execution on all aspects of the development and production of film and television properties, including promotional materials and creative services for merchandising and licensing partners. For more information go to www.nerdcorps.com.

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