



## League of Super Evil back for a second helping of DOOM

- Nerd Corps gets a season two greenlight
- New broadcast spots on Disney XD (Latin America), Nickelodeon (Nordic, Spain, Portugal, Benelux) VRAK (French Canada), Noga (Israel) and MBC (Middle East)
- League of Super Evil multi-player online trading card game of DOOM coming this fall

VANCOUVER (September 24, 2009) -- As the evil geniuses at **Nerd Corps Entertainment** prepare to create a second season of their villainous original property, *The League of Super Evil*, the League comes ever closer to its bid for world domination. The series has launched in two new territories and has added six new countries to its target map. And it's taking over the internet. Muhuhahaha!

Another 26 x half hour episodes of the diabolical comedy series have been greenlit by L.O.S.E.'s commissioning broadcaster, Canadian kidnet **YTV**, and will head into production this fall for delivery in spring/summer 2010 to its international broadcasters. The series is produced as two consecutive 11-minute segments and is aimed at a core kid demographic of 6- to 11-year-olds. Additionally, Nerd Corps will continue creating 30-second shorts tied to each episode for use as bonus on-air content of evil.

Following previously announced series premieres on **YTV**, **Cartoon Network US** and British kids channel **CBBC**, the show launched recently on French Canadian broadcaster **VRAK** and **Disney XD** in Latin America, quickly building a solid audience base in both regions. Over the past few months Nerd Corps' distribution team has been working steadily to lock down new territories to add to the list, and the most recent sales include **Nickelodeon** in the Nordic territories, Spain, Portugal and Benelux, **Noga** in Israel and **MBC** in the Middle East, all of which signed on for both seasons. **Cartoon Network Asia**, which picked up both broadcast and merch rights for 25 countries in the region including Australia and New Zealand, has also now signed up for season two.

"Season two is shaping up to be even more ridiculously fun, with bigger, badder super villains and even more vainglorious heroes," says Nerd Corps Supreme Commander and creative mastermind Asaph Fipke. "Of course none of those guys know L.O.S.E. even exists so we get even stupider plans and more delusions of grandeur than ever before."

Shoring up the television side, Nerd Corps' interactive team has been hard at work developing a comprehensive online world of virtual super villains and a multi-player online collectible card game of DOOM. In August Nerd Corps launched the first phase of the project, an extensive create-your-own-villain avatar and evil lair system. Kids will be able to earn or purchase hundreds of virtual goods for their villain or lair, all designed to reflect the silly humor of the show. The site now boasts several thousand registered members and growing, who spend an average of 17 minutes per visit on the site. The card game, which features customizable villain-themed deck building and strategic card battles, with random scheme and luck cards keep things interesting, is now nearing completion and scheduled to launch this winter. Supported by the Bell Broadcast and New Media Fund, YTV and The Canadian Television Fund Digital Media Program, leagueofSuperEvil.com is the first project produced wholly in-house by Nerd Corps' interactive division.

“League of Super Evil is that rare property that really goes against the typical structure of a kids series,” says Nerd Corps president Ken Faier. “We are having a great time playing with the norms of the typical super hero and villain world by pitting our lame super villains against the forces of the neighborhood. Voltar and his League of Super Evil have conquered the hearts of kids around the world. We are thrilled that our broadcast partners are enjoying this evil romp as much as we are.”

### **About the show**

Armed with a whole new approach to badness, *The League of Super Evil* (a.k.a. L.O.S.E.) follows four bumbling Super Villains who have set their sights on nothing less than total neighbourhood domination! Between using a Shiruken anime robot to win a playground slam dunk competition, inventing a super-computer to protect Voltar's sweet new evil BMX bike, or hosting a neighbourhood barbeque and evilly not inviting ANY of the neighbors, L.O.S.E. struggles ever-onward to its goal of total mindless fun! Isn't it time the Villains got their due?

Produced by the evil masterminds at **Nerd Corps Entertainment**, this hilarious 52 x half hours (104 x 11-minute segments) comedy series is geared at six- to 11-year-olds. Collaborating on The League's plan for complete world domination is **Cartoon Network** in the U.S. and **YTV** in Canada, as well as the BBC's children's channel in the U.K. **CBBC**, **Canal +**, **Canal J** and **Gulli** in France, **Disney XD** Latin America, **MBC** (Middle East), **NOGA** (Israel), **Nickelodeon** in Spain, Portugal, Benelux and the Nordic Territories, and **Cartoon Network Asia** has picked up both broadcast and merch rights for 25 countries in the region, including Australia and New Zealand.

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**About Nerd Corps Entertainment, Inc.**

Nerd Corps Entertainment is a privately-held production, distribution and IP development company based out of Vancouver, Canada. The company's mandate is to produce stylistically innovative animated projects for television, film and online based on a solid foundation of creative and storytelling. Working in a state of the art studio with more than 120 highly skilled artists and production staff, Nerd Corps' expertise in creative input and execution covers all aspects of property creation and management, from production to distribution, marketing, interactive development and licensing. The studio's stable of productions includes award-winning series *Storm Hawks* and *League of Super Evil*, as well as *Dragon Booster* for Alliance Atlantis and *Hot Wheels®: Battle Force 5* for Nelvana and Mattel, Inc. For more information, please go to: [www.nerdcorps.com](http://www.nerdcorps.com)