

ALLIANCE MEDIA HOLDINGS ANNOUNCES RELEASE OF GIANA SISTERS: TWISTED DREAMS—DIRECTOR’S CUT FOR WII U

For Immediate Release

New York, New York – October 29, 2015 – Alliance Media Holdings Inc. (Pink Sheets: ADTR), a distributor, developer and publisher of interactive video games and gaming products, announced today that Alliance Digital Media will begin shipping “Giana Sisters: Twisted Dreams – Director’s Cut,” for the Wii U platform, to be on store shelves in early November.

Giana Sisters: Twisted Dreams – Director’s Cut is a challenging fast-paced platform with a twist. Dash through tricky levels and transform the whole world at will. The title combines graphics that pack a visual punch and tight controls with the challenge of retro era platforming. Fluidly morph between two dynamically different dream worlds to solve puzzles and combat grueling enemies and bosses. The game contains multiple DLC packs, namely: The Rise of the Owlverlord expansion and the special Halloween and Christmas levels.

Jay Gelman CEO and Chairman of Alliance said, “We are very excited to begin shipping Giana Sisters: Twisted Dreams – Director’s Cut, our first title for the Wii U platform. This award-winning series, by Black Forest Games, is ideally suited for play on the Wii U platform.”

Andreas Speer, Managing Director of Black Forest Games, added “We echo Alliance’s excitement about the shipping of the Wii U boxed version of our Giana Sisters: Twisted Dreams – Director’s Cut. The availability of this boxed product on Wii U will introduce this popular title to a whole new group of fans in the US.”

About Alliance

Alliance Media Holdings Inc., formerly Alliance Distributors Holding Inc., (www.alliancemediaholdings.com) is a vertically integrated video game company. Its Alliance Distributors operating division is a full-service wholesale distributor of video games, hardware and accessories, with a special concentration in value video games. Alliance is a licensed publisher for Sony Computer Entertainment of America, Microsoft and Nintendo, and as Alliance Digital Media publishes both originally created and third party licensed games in console, mobile, and PC/Mac formats. Alliance develops both original and third-party video games as Alliance Game Studios (formerly Metaversal Studios).

About Black Forest Games

Founded in 2012, Black Forest Games is an independent game studio focused on high-quality video games. The studio is based in Offenburg, Germany, and currently employs a team of 40 international industry professionals who specialize in building games for all major game platforms. Since their first Kickstarter success Black Forest Games is one of only a few companies that did not only publish their crowd funded game, but published it to all major gaming platforms worldwide.

Safe Harbor

Certain statements contained in this press release contain forward-looking statements including without limitation, statements concerning our operations, economic performance, and financial condition. The words “estimate,” “believe,” “expect,” “should” and “anticipate” and other similar expressions generally identify forward-looking statements, which speak only as of their dates.

Investors are cautioned that all forward-looking statements, which are based largely on our current expectations, involve risks and uncertainty. Actual results, events and circumstances (including future performance, results and trends) could differ materially from those set forth in such statements due to various factors, risks and uncertainties, including without limitation, risks associated with technological change, competitive factors and general economic conditions, including the related impact on discretionary consumer spending, changes in marketing and distribution strategies by manufacturers, timely development and release of video game products we produce, potential cost overruns in our development of video games, ability to protect our intellectual property rights, potential claims that we have infringed the intellectual property rights of others, market acceptance of games we develop and / or publish, ability to realize anticipated benefits of acquisitions, potential undiscovered liabilities of companies that we acquire, changes in our business or growth strategy, the emergence of new or growing competitors, various other competitive and technological factors. There can be no assurance that the results referred to in the forward-looking statements contained in this release will occur. The Company has no duty and undertakes no obligation to update any forward-looking information, whether as a result of new information, future developments or otherwise.

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