



Codemasters and Majesco Entertainment Partner for European Distribution Deal

12 New Titles to Launch in PAL Territories Through 2009

EDISON, N.J., March 6, 2008 /PRNewswire-FirstCall via COMTEX News Network/ -- Majesco Entertainment Company (Nasdaq: COOL), an innovative provider of video games for the mass market, today announced a partnership with Codemasters, a leading publisher of award-winning interactive entertainment software, to distribute a number of new titles to PAL territories. The partnership will predominantly focus on titles for Nintendo DS(TM) and the Wii(TM) home video game system including: Nanostray 2, Toy Shop, Cake Mania 2 and Nancy Drew: The Mystery of the Clue Bender Society for DS, and Wild Earth: African Safari, Our House and Cake Mania for Wii along with several unannounced games for both platforms. Blokus Portable: Steambot Championship for the PSP(R) (PlayStation(R)Portable) system is also included as part of the deal.

"Majesco was looking for a pan-European partner who shares our belief in the strength, quality and depth of our product portfolio whilst contributing measurably to the energy, focus, talent and distribution breadth required to maximize their potential across the PAL territories," said Jason Dutton, Managing Director, Majesco Entertainment International. "We are delighted that a publisher of Codemasters' heritage and quality shares our perspective and we look forward to working with them in 2008 and beyond."

"Codemasters has a dynamic network of established European offices and distribution bases that will extend Majesco's product reach through PAL territories," said Tony Williams, chief operating officer, Codemasters. "This will be a very positive partnership given that Majesco has an exciting and diverse range of original and established titles that complements our European portfolio."

Codemasters and Majesco will launch eight new titles by this holiday and have four other titles in the pipeline for 2009 release.

About Majesco Entertainment Company

Majesco Entertainment Company is a provider of video games for the mass market. Building on 20 years of operating history, the company is focused on developing and publishing a wide range of casual and family oriented video games on leading console and portable systems. Product highlights include Nancy Drew(TM), Cooking Mama(TM) and Zoo Hospital(TM) for Nintendo DS(TM) and Cooking Mama: Cook Off for the Wii(TM) system. The company's shares are traded on the Nasdaq Stock Market under the symbol: COOL. Majesco is headquartered in Edison, NJ and has an international office in Bristol, UK. More information about Majesco can be found online at www.majescoentertainment.com.

About Codemasters

Codemasters is a leading developer and publisher of best-selling interactive entertainment products for a global audience across multiple gaming platforms and channels. Established in 1986, the company's dominant brands include Colin McRae DiRT, Overlord, Clive Barker's Jericho, Race Driver GRID and Operation Flashpoint. Codemasters is headquartered in Warwickshire UK, with North American operations based in Universal City, Calif. The company also maintains operations in Germany, France, Spain, Benelux and Malaysia. Codemasters receives over two million visitors to its web site every month. Discover why at www.codemasters.com.

Safe Harbor

Certain statements contained herein are "forward-looking statements" within the meaning of the Private Securities Litigation Reform Act of 1995, Section 27A of the Securities Act of 1933, as amended, and Section 21E of the Securities Exchange Act of 1934, as amended. These forward-looking statements may be identified by reference to a future period(s) or by the use of forward-looking terminology, such as "may," "will," "intend," "should," "expect," "anticipate," "estimate" or "continue" or the negatives thereof or other comparable terminology. The Company's actual results could differ materially from those anticipated in such forward-looking statements due to a variety of factors. These factors include but are not limited to, the demand for our products; our ability to complete and release our products in a timely fashion; competitive factors in the businesses in which we compete; continued consumer acceptance of our products and the gaming platforms on which our products operate; fulfillment of orders preliminarily made by customers; adverse changes in the securities markets and the availability of and costs associated with sources of liquidity. The Company does not undertake, and specifically disclaims any obligation, to release publicly the results of any revisions that may be made to any forward-looking statements to reflect the occurrence of

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