

## **Vicious Cycle® to Showcase the Vicious Engine® at GDC 2006**

**Chapel Hill, NC - March 13, 2006** – Vicious Cycle® Software, a leading developer of console and PC games, is making their show floor debut at the 2006 Game Developer's Conference in San Jose. The company will be demonstrating the recently released Vicious Engine®, as well as accepting resumes and demo reels from potential applicants at their booth in the Career Pavilion.

"The Vicious Engine has been used to create numerous games at Vicious Cycle and there are a number of satisfied licensees who are currently benefiting from the very same tools and technology," said Eric Peterson, Vicious Cycle's president. "We wanted to bring the engine to GDC so that even more developers and publishers could experience this powerful middleware solution firsthand."

Vicious Cycle will be demonstrating the Vicious Engine at Expo Booth #1042 on the show floor. The engineers will be there to answer all of your questions and give you a guided tour of the engine's comprehensive and flexible feature set.

To schedule a demonstration of the Vicious Engine at GDC please send an email to [licensing@viciousengine.com](mailto:licensing@viciousengine.com) with your full contact information and potential meeting times. A company representative will contact you and set up a time for the demo. Private demonstrations, as well as licensing and development discussions, can also be scheduled at our booth during normal expo hours.

### **Visit us at the Career Pavilion:**

Vicious Cycle will also be present at booth #1846 in the Career Pavilion. The company is searching for the most creative and talented game developers in the industry, and we encourage potential applicants to drop by and meet the team. Please visit [www.viciouscycleinc.com](http://www.viciouscycleinc.com) for information on the positions currently available in our three divisions: Vicious Cycle Software, Inc., Monkey Bar Games, and Vicious Engine. Please bring your resume, demo reel, and any other samples of your work that you want us to review.

### **About Vicious Engine:**

The Vicious Engine provides a comprehensive, easy-access suite of development tools that are accessible to all members of a software development team—from artists, to designers, to engineers. The Vicious Engine helps developers and publishers to meet the demands of shorter development cycles and tighter budgets by allowing the teams to concentrate on game content rather than core technology.

### **About Vicious Cycle Software, Inc.:**

Vicious Cycle Software, Inc., based in Chapel Hill, NC, is a premier developer of interactive entertainment software for PlayStation®2, PSP™ (PlayStation® Portable), Xbox®, Nintendo GameCube™, Nintendo DS™, and the PC. The company, founded in 2000, blazed onto the gaming scene with its debut title Robotech: Battlecry and continues to create titles for all age groups based on both licensed and original IP. Vicious Cycle Software, Inc. is also the developer of the Vicious Engine, a comprehensive and fully portable middleware solution for current generation consoles, handhelds, and the PC. For more information, visit the company's web sites at [www.viciouscycleinc.com](http://www.viciouscycleinc.com), [www.monkeybargames.com](http://www.monkeybargames.com) and [www.viciousengine.com](http://www.viciousengine.com).

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