

FOR IMMEDIATE RELEASE

VICIOUS ENGINE[®] JOINS “PLAYSTATION[®] 3” TOOL AND MIDDLEWARE LICENSE PROGRAM

***INTELLIGENT MIDDLEWARE FROM VICIOUS CYCLE
NOW AVAILABLE ON “PLAYSTATION[®]3”***

CHAPEL HILL, NC – March 7, 2007 – Vicious Cycle Software Inc., a premier developer of interactive entertainment software, today announced that Vicious Engine[®], its comprehensive, easy-access suite of tools for cross-platform development, is now a licensee of Sony Computer Entertainment Inc.’s “PLAYSTATION[®]3” Tools & Middleware License Program.

Easy to use and all-inclusive, the Vicious Engine[®] provides developers with an effective middleware solution for games across an array of genres and platforms.

"By taking advantage of the advanced processors and rendering capabilities of the “PLAYSTATION[®]3” , the Vicious Engine can maximize a games potential," said Eric Peterson, president at Vicious Cycle Software. "The Vicious Engine allows developers to create stunning and visually rich game content without having to worry about engine specifics."

Making it easy for everyone on the development team to use, the Vicious Engine[®] maximizes core technologies to offer a flexible and reusable platform for building original games in record time. Highlights of the engine’s capabilities include point-and-click scripting, a comprehensive integrated physics solution, advanced AI (Artificial Intelligence) development, straightforward platform conversion and powerful rendering that draws complex, dynamic scenes accurately and efficiently using the most current rendering methodologies and techniques available today.

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

Vicious Cycle Software, Inc., based in Chapel Hill, NC, is a premier developer of interactive entertainment software for “PlayStation[®]2” and “PLAYSTATION[®]3” computer entertainment systems, “PSP[™]” (PlayStation[®]Portable), Xbox[®] and Xbox 360[™] video game and entertainment systems from Microsoft, Nintendo Wii[™], 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, www.monkeybargames.com, and www.viciousengine.com.

CONTACT:

Rannie Yoo
Kohnke Communications
415-777-4000
rannie@kohnkecomm.com

“PlayStation“and “PLAYSTATION“are registered trademarks and “PSP”is a trademark of Sony Computer Entertainment Inc.