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Vicious Engine Powers New Job Training Software for IBM
Vicious Cycle's Versatile Middleware Solution
Adds Serious Gaming to Its Repertoire

CHAPEL HILL, NC – June 28, 2007 – Vicious Engine, a leading middleware solution developed by Vicious Cycle Software, has been selected by Center Line for the development of a revolutionary new game used not merely for entertainment, but for business research and job training at IBM. Created with Vicious Engine, *INNOV8: A BPM* (business process management) *Simulator* is used by IBM in certification and education programs worldwide. Center Line, a full-service agency specializing in interactive and creative design, developed this new entry in serious gaming using the same tools and technology actively being utilized by the interactive entertainment industry.

INNOV8 represents the latest entry in a growing list of diverse, genre-crossing titles that have been created using the Vicious Engine. The adaptable, easy-to-learn middleware has been used to design games of every style, including adventure/platformer games like the best-selling *Flushed Away* and upcoming *Dead Head Fred*, casual puzzle games like *Puzzle Quest*, and even instructional/educational titles like *Discover Babylon*. An expanding community of premier developers has made use of Vicious Cycle's versatile toolset to create games based on a number of prominent movie and pop culture licenses, as well as original properties.

The Vicious Engine has been certified as a tools provider for current and next-gen gaming consoles, allowing developers to create games for any platform they choose. The engine's extreme accessibility is apparent in Center Line's choice of the Vicious Engine for *INNOV8*, demonstrating that the same professional development kit used by a global corporation to create a "serious game" can be used by a leading media company to create a movie-licensed game on a next-gen console or by an up-and-coming independent developer to create a casual game for a handheld system.

More information about the Vicious Engine is available at www.viciousengine.com.

About Vicious Cycle Software

Vicious Cycle Software, Inc., based in Chapel Hill, NC, is a premier developer of interactive entertainment software for PlayStation®2 computer entertainment system, PLAYSTATION®3 computer entertainment systems, PSP® (PlayStation®Portable) system, Xbox® and Xbox 360(tm) video game and entertainment systems from Microsoft, Wii(tm) from Nintendo, Nintendo GameCube(tm), Nintendo DS(tm), 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.

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