

Vicious Engine to Exhibit at Nintendo Developer Conference

Chapel Hill, NC – June 22, 2007 – Vicious Cycle Software, a premier developer of interactive entertainment software and technology, announced today that their Vicious Engine middleware solution has been selected by Nintendo for display at the Nintendo Developers Conference 2007 in Santa Monica. Vicious Engine, thanks to its ability to elegantly develop titles for the Wii™ system, will be included at the exclusive event which caters to Wii developers on June 26th. The engine's early registration as a middleware solution for Wii has allowed developers to apply their visions for Wii games to its easy-to-use toolset for rapid prototyping and versatile multiplatform portability. In addition, Vicious Cycle Software will be offering instruction for Vicious Engine to aspiring developers at this year's Digital Game Expo at Wake Technical Community College in the budding game community in Raleigh, NC.

"The ability to develop for Wii is an immensely valuable commodity right now," said John O'Neill, director of business development of Vicious Cycle Software. "Developers using the Vicious Engine to power their games have that ability—along with the same versatility and accessibility the engine has always offered on every available platform. The ability to take advantage of Wii's revolutionary new controls and interface is something we're glad we can deliver to the industry's creative minds."

Developed by Vicious Cycle Software, Vicious Engine is one of the first third-party developer tools to be licensed for Wii. The engine features the easiest platform conversion technology available, as well as simple artificial intelligence development tools, and a point-and-click scripting interface. With its high approachability and quick acclimatization, Vicious Engine was designed with the versatility and creativity of Wii games in mind.

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™ from Nintendo, 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.