

FOR IMMEDIATE RELEASE

**VICIOUS ENGINE® JOINS THE Wii™
THIRD PARTY TOOLS PROGRAM**

***VICIOUS CYCLE ANNOUNCES ONE OF THE FIRST
MIDDLEWARE SOLUTIONS FOR Wii***

CHAPEL HILL, NC – March 1, 2007 – Vicious Cycle Software Inc. today announced that the Vicious Engine®, the company's powerful middleware solution for cross-platform development, has joined Nintendo's Wii™ Third Party Tools Program.

The Vicious Engine is a middleware solution for creating games across multiple platforms. The tool's ease of use and wide array of features separate the Vicious Engine from the competition as an approachable technology that does not require a large staff of full-time programmers to maintain.

"Wii is a remarkable platform with boundless potential," said Eric Peterson, president of Vicious Cycle. "As a Wii middleware solution, the Vicious Engine will provide developers with a practical approach to exploring the unique and creative possibilities of Wii. Our technology allows developers to focus on what makes Wii special— fun gameplay and innovative peripheral integration."

The Vicious Engine's capabilities allow developers to create games with ease and speed while still delivering top notch quality. Point-and-click scripting, Wii Remote™ and Nunchuk integration, intuitive AI (Artificial Intelligence) development, straightforward platform conversion and the ability to powerfully render complex, dynamic scenery efficiently are just a few of the many features of the Vicious Engine.

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, 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.