

FOR IMMEDIATE RELEASE

**VICIOUS ENGINE® NOW CERTIFIED
FOR MICROSOFT XBOX 360™ TOOL AND MIDDLEWARE**

***VICIOUS CYCLE'S INTUITIVE MIDDLEWARE SOLUTION ALLOWS
DEVELOPERS GREATER CREATIVITY***

CHAPEL HILL, NC – February 21, 2007 – Vicious Cycle Software Inc. today announced that the Vicious Engine®, its powerful middleware solution for cross-platform development, is now a certified Microsoft Xbox 360™ tool and middleware.

Accessible and comprehensive, the Vicious Engine provides developers a complete middleware solution for creating games across a variety of genres and platforms. The intuitive data-driven development tool permits game creation without any full-time programmers.

“The Vicious Engine’s certification as an Xbox 360 middleware system reflects our continued dedication to providing developers with the tools they need to create great games for the latest video game systems,” said Eric Peterson, president at Vicious Cycle Software. “Using the Vicious Engine, developers can focus on creativity and innovation rather than worrying over technical details.”

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, easy AI (Artificial Intelligence) development, straightforward platform conversion and powerful rendering that draws complex, dynamic scenes accurately and efficiently.

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 and www.monkeybargames.com.