

Vicious Cycle Software Prepares to Unleash the Second Edition of the Vicious Engine at GDC 2009

Vicious Engine 2 Software to be Released to Developers Worldwide

MORRISVILLE, N.C. – February 26, 2009 – Vicious Cycle Software, a premier developer of interactive entertainment and game development technology, has announced that Vicious Engine 2 (V^{e2}), the second installment of their highly adaptable game development platform, will officially be launched at this year's Game Developers Conference (GDC) in San Francisco. V^{e2} boasts a number of new and improved features for current generation consoles, including an updated lighting engine and modern pixel shader technology. Vicious Cycle Software is now taking appointments for the week of GDC, where it will be showcasing V^{e2} at booth 5840 in the Moscone Center's North Hall from March 25th to March 27th.

"V^{e2} is the result of everything we've learned over the last few years, both as a provider of development solutions and as a game development studio," said Eric Peterson, president and CEO of Vicious Cycle Software. "Vicious Engine has allowed us to continue doing what we love to do, and V^{e2} will make it easy for developers both big and small to do the same no matter what platform they choose."

The adaptable, easy-to-learn Vicious Engine has been used to design games of every style, including adventure/platformer games like *Dead Head Fred* and the best-selling *Flushed Away*, deeply addictive casual fare like *Puzzle Quest: Challenge of the Warlords*[™] for PlayStation[®]2 computer entertainment system and PSP[®] (PlayStation[®]Portable) system, and even instructional/educational titles like *Discover Babylon*, *INNOV8* and *Ultimate Team Play*.

V^{e2} will make its retail debut in Vicious Cycle Software and D3Publisher's *Eat Lead: The Return of Matt Hazard*[™], a third-person shooter with a sense of humor, to be released March 3rd, 2009 for the Xbox 360[®] video game and entertainment system from Microsoft and PLAYSTATION[®]3 computer entertainment system.

To set up a meeting with attending Vicious Engine representatives at GDC, please contact Wayne Harvey at wharvey@viciousengine.com.

For more information about the Vicious Cycle Software and V^{e2}, please go to www.viciousengine.com.

About Vicious Cycle Software

Vicious Cycle Software, Inc. is a premier developer of interactive entertainment software based in Morrisville, NC. Founded in 2000, the company is dedicated to creating compelling content for all ages across all platforms, including *Ben 10 ALIEN FORCE The Game* for the PlayStation[®]2 computer entertainment system, PSP[®] (PlayStation[®]Portable) system, and Wii[™]; *Puzzle Quest: Challenge of the Warlords*[®] for the PlayStation 2 system, PSP system, and Wii; and PSP system exclusive and original title *Dead Head Fred*[®], winner of the Writer's Guild of America's first inaugural Videogame Writing Award.

Vicious Cycle is also the developer and licensor of the Vicious Engine[®], a comprehensive and fully portable middleware solution for game development on personal computers, consoles, and handheld systems. The recently announced Vicious Engine 2™ (V^{e2}) offers a suite of new and improved features for game development on the Xbox 360[®] video game and entertainment system from Microsoft and the PLAYSTATION[®]3 computer entertainment system.

For more information, please visit the company's web sites at www.viciouscycleinc.com and www.viciousengine.com. Vicious Cycle is a D3Publisher development studio.

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