

VICIOUS CYCLE SOFTWARE'S VICIOUS ENGINE TO ASSIST DEVELOPMENT FOR "MINIS" INITIATIVE ON PSP™ (PlayStation®Portable)

Vicious Engine Readily Available for Developers Targeting PSP™ "Minis" Development Program

MORRISVILLE, NC – September 22, 2009 – Vicious Cycle Software, a premier developer of interactive entertainment and game development technology, today announced an agreement with Sony Computer Entertainment Europe (SCEE) to provide Vicious Engine, the leading middleware solution, to game developers creating content for SCE's PSP™ (PlayStation® Portable) "minis" initiative. The partnership will enable game makers to create quality downloadable titles both quickly and cost-effectively for the PSP "minis" program, which launches on October 1, 2009 in Europe and the PAL territories, North America and Asian countries and regions.

"Everyone here at Vicious Cycle understands the challenges and expenses involved in video game development," said Eric Peterson, president and CEO of Vicious Cycle Software. "We're confident that SCE's 'minis' program for PSP will make it easier and more manageable for both mid-sized studios and independent developers to design their dream game and introduce their work to a wide audience of players worldwide."

"We needed a company that really understood the PSP platform, and the team at Vicious Cycle Software was ideally suited for the task," said Zeno Colaco, Vice President, Publisher and Developer Relations, SCEE. "The Vicious Engine was the first commercially available game development platform to specifically support PSP, and that dedication to providing a high-quality handheld development environment has only grown stronger over the years."

The adaptable, easy-to-learn Vicious Engine has been used to design games of every style, from adventure/platformers like *Dead Head Fred* to instructional titles like Hilton Hotels' *Ultimate Team Play* and addictive casual games like *Puzzle Quest: Challenge of the Warlords™*. Vicious Engine 2 (V^{e2}), launched in early 2009, brings the same power and ease of use to the current generation of consoles with a number of new and improved features.

V^{e2} made 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, released this past March across current-gen console systems.

More information about Vicious Cycle Software and the Vicious Engine can be found at www.viciouscycleinc.com and www.viciousengine.com.

More information about PlayStation® and "minis" can be found at www.scee.presscentre.com.

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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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