

FOR IMMEDIATE RELEASE

Vicious Cycle Software Brings the Development Power of Vicious Engine 2 to Three Additional Gaming Platforms

Vicious Engine 2 to Support Nintendo Wii™, PlayStation®2 and PSP® (PlayStation®Portable) Development Starting in Early 2010

MORRISVILLE, N.C. – February 18, 2010 – Vicious Cycle Software, a premier developer of interactive entertainment and game development technology, today announced that support for the Nintendo Wii™, PlayStation®2, and PSP® (PlayStation®Portable) platforms is coming to Vicious Engine 2 (V^{e2}) in early 2010. V^{e2} currently supports both the Xbox 360® and PlayStation®3, and the expanded cross-platform support will make V^{e2} the most complete solution for next generation development on the market.

“We have invested heavily in new tools and pipelines specifically for V^{e2}, and believe it is imperative that developers are able to leverage these improvements,” said Wayne Harvey, Vice President and CTO of Vicious Cycle. “The additional support we’ve built for V^{e2} will allow game makers to focus on making the best products possible, taking full advantage of each system’s unique abilities without worrying constantly about technical details.”

The adaptable, easy-to-learn Vicious Engine suite 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 casual games like *Puzzle Quest: Challenge of the Warlords™*. Vicious Engine 2, which launched in March 2009, will next appear in side-scrolling shooter *Matt Hazard: Blood Bath and Beyond* for both Xbox LIVE® Arcade and the PlayStation®Network.

For more information about V^{e2} and the expanded cross-platform support, please visit the official site at www.viciousengine.com. For licensing information or for an appointment to receive a demo of the engine during the Game Developers Conference March 11-13 in San Francisco, please contact Wayne Harvey at wharvey@viciousengine.com

About Vicious Cycle Software

Founded in 2000 by industry veterans Eric Peterson, Wayne Harvey, and Dave Ellis, Vicious Cycle Software, Inc. is a premier developer of interactive entertainment software. The Morrisville, NC based studio 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.

Since 2005, Vicious Cycle has also developed and licensed the Vicious Engine®, a comprehensive and fully portable middleware solution for PC, console, and handheld game development. Vicious Engine 2™ (V^{e2}), released in early 2009, offers a suite of

new and improved features for cross-platform, next generation game development on the Xbox 360® video game and entertainment system from Microsoft and the PlayStation®3 computer entertainment system. Starting in early 2010, V^{e2} will also support the PlayStation®2, PlayStation®Portable, and Nintendo Wii™ platforms, making it the most complete game development solution available today.

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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