

WildTangent Launches State-of-the-art Web Game, 'Betty Bad'

New Game Delivers Fast Paced Entertainment through Digital Distribution Channel.

Redmond, WA, January 23, 2002 - WildTangent announced today the release of its latest online game, 'Betty Bad,' through its premier digital distribution partners which include: EarthLink, GamePro, GameSpy, TBS Superstation and UGO Networks, Inc. WildTangent's Digital Distribution Channel provides consumers with free and fee-based games streamed to their desktops, created by WildTangent and 3rd party developers. This initial launch of Betty Bad will reach a potential audience of 30 million Internet users through these premier distribution partners.

Betty Bad, created by Quake II and III artist Paul Steed, is a unique 3rd person shooter set in a sci-fi future where the sassy but tough heroine, Elizabeth Badowski, a.k.a Betty Bad, is a bounty-hunting mercenary. Her mission is to destroy a host of determined insect alien creatures that have taken over a deep space mining asteroid and search for any surviving miners. Betty's armor allows her to move freely in any circular direction, including 360 degrees within the infested mining tunnels. Packing her 'UniGun,' which converts energy into five different weapons, she must navigate through the tunnels blasting her way to the source of the aliens.

"Players will be in awe of the entertaining gaming experience and rich vibrant graphics provided by the power and flexibility of the WildTangent Web Driver, now in its 6th edition released this month," said Alex St. John, co-founder and CEO of WildTangent. "Paul's modeling, animation and design skills are brilliantly showcased by our technologies which until now have only been seen in console games."

"Betty Bad allows players to be as bad as they want to be," said Paul Steed, the creator of Betty Bad. "Game play starts off simply, allowing casual gamers to get into the action but each level intensifies with more challenging aliens, environments and puzzles."