

# WildTangent Reigns at the Game Developer's Conference

*Company previews new SDK, Multiplayer technology and more.*

**Redmond, WA, March 20, 2001** - Opting for a more traditional presence at the 2001 Game Developer's Conference, WildTangent announced today their plans for this year's show. In booth #536, WildTangent will be holding half-hour theatre sessions featuring Sony, ATI and Discreet along with company experts. The sessions will include: "Leveraging Entertainment Properties Through Games" by Shalom Mann of Sony Pictures Digital Entertainment; "The Future of Gaming" by WildTangent CEO, Alex St. John; "Creating Multiplayer Games Using WT Technology" by WildTangent's multiplayer team; and sneak previews of Betty Bad, a third person action game, with creator Paul Steed. A full schedule can be found at <http://www.wildtangent.com/company/events/index.html>.

WildTangent will also feature major titles and entertainment content daily at six demo stations in the booth. A few examples are: Dark Orbit, a sci-fi RPG; 'A Knight's Tale' a music visualizer based on the Columbia Pictures' movie; and Virtual Warfare, a game created to promote TBS Superstation's pilot, 'War Games.' The Web Driver SDK, version 2.0 can be seen daily as well.

Outside booth #536, WildTangent's latest technology and leading-edge content will be featured prominently in the AMD, ATI and Intel booths. WildTangent's group of technology experts will be giving presentations at 1:00pm Thursday and Friday in the Discreet #1328 booth followed by a 1:30-3:30pm session in one of Discreet's demo pods. As an Independent Games Festivals (IGF) finalist, WildTangent's fast-action space sim, SabreWing, will be located at the IGF booth during the expo.

Paul Steed, Isaac Barry and Alex St. John of WildTangent will be speaking at GDC panels and lectures covering topics like advanced character animation, the changing nature of design tools and expanding business models in gaming. For more information, check out <http://www.wildtangent.com/company/events/index.html>.