

WildTangent Announces RetroDriver

First Platform Optimized for Development of Cutting Edge 2D Casual Online Games

Los Angeles, CA, May 14, 2003 - WildTangent, the leading online game publisher, today announced RetroDriver, the first game platform optimized for creating and publishing cutting-edge 2D casual online games without requiring the use of Java. Several game developers, including Escape Factory Ltd., Sandlot Games and HipSoft, plan to use RetroDriver in their upcoming online game titles. The RetroDriver SDK will be available for free to developers this summer at www.wildtangent.com.

"Casual games make up a popular segment of the online gaming market, but the current dispute between Sun and Microsoft disrupts the distribution of Java, the most broadly used technology for casual games," said Alex St. John, CEO and co-founder, WildTangent, Inc. "We created RetroDriver to provide developers a way to create superior 2D games for online distribution without the need for Java."

"RetroDriver is the first platform specifically optimized for next generation 2D online games that can easily be delivered online," said Daniel Bernstein, president, Sandlot Games. "By using RetroDriver we can focus on making great games like Slyder that take casual gaming to the next level without having to worry about the underlying technology."

RetroDriver includes all of the non-graphical features of Web Driver, WildTangent's leading 3D online game platform, including both hardware and software acceleration, full-screen mode, a DRM system, compression capabilities and a complete suite of codecs - all optimized for 2D casual games. Also like the Web Driver, it supports the broadest range of programming languages, including C, C++, C#, Sun or Microsoft Java and Visual Basic all in a secure environment. At around 400k, RetroDriver is one of the smallest game engine downloads available, making it easy to distribute RetroDriver games over narrowband connections.

RetroDriver will be free to developers in part because WildTangent has licensed GapiDraw 2.0 from Viktoria Institute's on terms that allow WildTangent to make RetroDriver available for commercial use at no cost. GapiDraw 2.0 is a 2D sprite engine used widely for games in PDA's and next generation cell phones.

The first online game published for the RetroDriver will be Otto's Magic Blocks, a colorful new take on classic gameplay that features modern graphics, sound and gamepad support provided by the RetroDriver. Otto is scheduled for release in June.

Availability The new RetroDriver will be available this summer to game developers for a free download from <http://www.wildtangent.com>. For more information about RetroDriver, please visit <http://www.wildtangent.com>.

About WildTangent

WildTangent, based in Redmond, WA, is the leading online game publisher. Founded in 1998, the company's Web Driver platform leverages DirectX technology to enable the development of high-quality games that can be delivered and played over the Internet. With more than 40 million downloads, Web Driver is the most ubiquitous online gaming platform on the market today. WildTangent can be found online at <http://www.wildtangent.com>.