



WildTangent Offers *Torchlight* RPG for Purchase and Rent *Unique digital currency allow gamers to “rent” game play in addition to game purchase*

REDMOND, Wash. – October 27, 2009 – WildTangent, a global games media company operating the fastest growing online games service and the largest game advertising network in the world, announced today that *Torchlight*, the much-anticipated action RPG by Runic Games, is now available on WildGames.com and via the WildTangent ORB™ game console which ships pre-installed on more than 50 million PCs and laptops from Acer, Dell, HP, Lenovo, Toshiba and others.

In addition to offering the game for purchase, WildTangent is the only distributor of *Torchlight* that will offer the game on a “rental” or per play basis using the company’s patented WildCoins digital currency.

“We are proud to be the exclusive game service offering this exciting new game to our customers in a flexible rent or own model,” said David Worle, senior director of publishing at WildTangent. “We expect *Torchlight*, particularly with its *Fate* heritage, will be a huge hit with our customers.”

The game takes place in the fictional mining settlement of *Torchlight*, a boomtown founded on the discovery of rich veins of Ember - a rare and mysterious ore with the power to enchant or corrupt all that it contacts. Players will choose from among three character classes, and venture from the safety of the town of *Torchlight* into randomly generated dungeon levels, with a huge variety of creepy monsters, endless variations of loot to find, and quests to complete.

“We’re incredibly proud of *Torchlight* as it’s the kind of fast-paced, addictive RPG that we love playing,” said Max Schaefer, CEO at Runic Games. “We are excited to have WildTangent as a primary distribution partner and expect that their unique business model and unparalleled distribution will greatly expand the *Torchlight* audience.”

Torchlight was developed by the talented development team at Runic which includes former WildTangent engineer, Travis Baldree, and Max Schaefer, creator of *Diablo*. During his seven year tenure with WildTangent, Baldree led the development of the award-winning action RPG, *Fate*, which was released in 2005. Travis also worked on numerous other games and several integral parts of the WildTangent technology.

Torchlight joins a comprehensive catalog of enthusiast game titles offered through WildGames.com and the WildTangent ORB, including *World of Warcraft*, *Plants vs. Zombies*, *World of Goo* and others. The game service also features hundreds of other games in the Family and Casual genres.

In total, WildTangent has nearly 1,000 games and is continually adding premium titles, such as *Torchlight*, that users can rent or purchase using its digital currency, [WildCoins](#).

About WildTangent

Founded in 1998, WildTangent is a global games media company operating the fastest growing [online games](#) service and the largest game advertising network in the world. WildTangent has more than 40 million unique monthly gamers, offering the most popular online and downloadable games from the world's top developers and publishers.

The WildTangent ORB™ game console ships directly on the desktops of leading PC manufacturers including Acer, Dell, HP, Lenovo and Toshiba giving it a huge global footprint of connected game playing consumers.

WildTangent advertisers include 20th Century FOX, Warner Brothers, Paramount, EA, Sony Playstation, Nintendo, Toyota, Honda, P&G, Unilever, Clorox and many others.

For more information visit www.wildtangent.com or www.wildgames.com.

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