



WildTangent Announces New Virtual Gaming Console for Toshiba Notebook Computers

Selected New Toshiba Notebook Computers to Ship with Access to More Than 250 Online Games

LOS ANGELES – May 10, 2006 - WildTangent, Inc., the leading publisher of online games, announced today the launch of Toshiba Games, a virtual gaming console application and an online casual game portal it developed and will manage for Toshiba America Information Systems, Inc., Digital Products Division. Toshiba will pre-install the console and five top selling casual games on select models of its Satellite® notebook computers. In addition, the console will link to the Toshiba Games portal, a web site that was developed and is maintained by WildTangent.

Toshiba Games is now available at <http://toshiba.wildgames.com> and gives Toshiba's mobile computing customers access to more than 250 of the best casual and family games, including blockbuster titles like Polar Bowler, FATE, and BlasterBall 2: Revolution, as well as third party titles like Diner Dash, Family Feud and Bejeweled 2. Toshiba's Desktop Gaming Console was developed to seamlessly download and install visually rich 3-D console quality games using WildTangent's compression software, and is designed to deliver high-quality graphic games over any connection type in a very short time. Toshiba's customers will also benefit from WildCoins, the revolutionary gaming payment system from WildTangent, which allows consumers to pay for and play games as if the consumer were in an arcade.

"Online gaming is the largest online activity outside of email," said Alex St. John, CEO of WildTangent, Inc. "At WildTangent we have made it our mission to bring the highest quality, family games to the growing gaming community and working with Toshiba will offer broader distribution of some of the most successful casual games on available online."

With WildTangent overseeing Toshiba Games, Toshiba's customers will have access to the most popular games from leading developers, including PopCap, iWin, Big Fish, and PlayFirst. This direct-to-notebook solution will provide Toshiba's customers with a gaming experience that, until now, was only available on standalone game console devices.

"As pioneers in the mobile computing space, Toshiba prides itself on offering its customers the best computing experience possible whether it is for work or play," said Jeff Barney, vice president of marketing for Digital Products Division, Toshiba America Information Systems. "In working with WildTangent, Toshiba is now able to deliver hundreds of gaming titles to our mobile customer base and further enhance the computing experience for Toshiba users."

Representing one of the fastest growing segments in the gaming industry, IDC predicts that online gaming market will skyrocket from \$500 million in 2004 to over \$2.1 billion in 2008. The WildTangent Games Network boasted more than 500 million game plays in 2005 and expects that to rise substantially in 2006. The downloadable games market caters to a surprisingly broad audience, from young kids and adults to mainstream and hard core gamers alike, and the WildTangent multi-genre online games are designed for players of all levels of experience, all ages and all interests.

WildTangent branded consoles are now bundled on over 60 percent of all new PCs in North America. The company has signed distribution deals with the top PC Manufacturers, in addition to signing agreements with leading game developers to publish some of the Web's best downloadable games.

About WildTangent

Founded in 1998, WildTangent is the leading publisher of online and downloadable games. WildTangent is the pioneer of in-game and around-game advertising solutions. The company publishes over 250 leading first and third party game titles through a distribution network, that includes the WildTangent games network, Wildgames.com, leading PC Manufacturers, ISPs, and portals. From family friendly games like the Polar franchise to action adventure titles such as Fate, WildTangent provides online entertainment which appeals to a broad range of consumers.

In 2005 WildTangent won major OEM distribution deals that ship The WildTangent games console directly on the desktops of over 60 percent of PCs in North America.

About Toshiba America Information Systems, Inc. (TAIS)

Headquartered in Irvine, Calif., TAIS is comprised of four business units: Digital Products Division, Imaging Systems Division, Storage Device Division, and Telecommunication Systems Division. Together, these divisions provide mobile products and solutions, including industry leading portable computers; projectors; imaging products for the security, medical and manufacturing markets; storage products for automotive, computer and consumer electronics applications; and telephony equipment and associated applications.

TAIS provides sales, marketing and services for its wide range of information products in the United States and Latin America. TAIS is an independent operating company owned by Toshiba America, Inc., a subsidiary of Toshiba Corporation, which is a global leader in high technology and integrated manufacturing of electrical and electronic components, products and systems, as well as major infrastructure systems. Toshiba has worldwide sales of over \$54 billion and approximately 300 subsidiaries and affiliates worldwide. For more information visit the company's Web site at www.toshiba.com.