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**MATT HAZARD: BLOOD BATH AND BEYOND™
AVAILABLE NOW ON XBOX LIVE® ARCADE FOR XBOX 360 AND ON
PLAYSTATION®NETWORK FOR PLAYSTATION®3 SYSTEM ON JANUARY 7th**

*Matt Hazard is Serving up Rockets, Lasers, Flamethrowers and Shotgun Specials
Near the Fluffy Pillows and Duvets in a Bloody Old-School Romp*

LOS ANGELES – January 6, 2010 – Matt Hazard welcomes the New Year with a bang in a bloody new adventure in *Matt Hazard: Blood Bath and Beyond™* available for immediate download today on Xbox LIVE® Arcade for the Xbox 360® video game and entertainment system from Microsoft and on January 7th for PlayStation®Store for PlayStation®3 computer entertainment system from D3Publisher. *Blood Bath and Beyond* players can enjoy shooting through a countless variety of enemies and engaging gameplay for a price of 1200 Microsoft Points (\$15) on Xbox LIVE Arcade for Xbox 360 and for \$14.99 on PlayStation Network.

“The main character Matt Hazard breaks down the fourth wall in a combination of hilarious storyline and adventure with an old-school action shooter that will entertain all,” said Peter Andrew, vice president of product development, D3P. “Play as Matt Hazard on your own or join in co-op action as Dexter Dare to take down General Neutronov through an assortment of classic arcade levels with a twist.”

In *Matt Hazard: Blood Bath and Beyond*, General Neutronov, one of Matt's nemeses has reactivated all of Hazard's greatest enemies from classics like Matt's original adventure, *The Adventures of Matt in Hazard Land* and *Chest of the Pirate Queen* in an attempt to destroy Matt's former self in the past and end his present. Matt has no time for a leisurely stroll down memory lane as he chases Neutronov through the games of the past in order to save his future.

Matt Hazard: Blood Bath and Beyond is a flood of carnage that the classic 8-bit side-scroller era didn't want gamers to see. Recreated today with next-gen 3D graphics, it's nonstop run-and-gun action at its finest. Take a suspenseful ride in single player or co-op through a pirate hideout, an ancient Japanese castle, the Old West, Siberian ice mines, and even the moon and relive some of the most classic and violent moments in Matt Hazard's videogame history.

"Creating *Blood Bath and Beyond* for Xbox LIVE Arcade and PlayStation Network gave us the opportunity to demonstrate the full capabilities of Vicious Engine 2™ (Ve2) and deliver high-quality content for the downloadable market," said Eric Peterson, president and CEO of Vicious Cycle Software.

Developed by Vicious Cycle, *Matt Hazard: Blood Bath and Beyond* is rated "M" (Mature – Blood and Gore, Strong Language, and Violence) by the ESRB. For more information on *Matt Hazard: Blood Bath and Beyond*, please visit Matt Hazard's Facebook page at <http://www.facebook.com/matthazard> and become a fan.

About D3Publisher

D3Publisher, a subsidiary of D3, Inc., is a video game publisher for Wii™, Nintendo DS™, the PSP® (PlayStation®Portable) system, PlayStation®2 computer entertainment

system, PlayStation®3 computer entertainment system, and the Xbox 360® video game and entertainment system from Microsoft. D3Publisher has operations in the U.S., U.K., and Japan. The company also owns development studio Vicious Cycle Software, Inc., and its technology platform, Vicious Engine®. For more information about D3Publisher, please visit: www.d3publisher.us.

About Vicious Cycle Software

Founded in 2000 by industry veterans Eric Peterson, Wayne Harvey, and Dave Ellis, Vicious Cycle Software, Inc. is a premier developer of interactive entertainment software. The Morrisville, NC based studio is dedicated to creating compelling content for all ages across all platforms, including *Ben 10 ALIEN FORCE The Game* for the PlayStation®2 computer entertainment system, PSP® (PlayStation®Portable) system, and Wii™; *Puzzle Quest: Challenge of the Warlords®* for the PlayStation 2 system, PSP system, and Wii; and PSP system exclusive and original title *Dead Head Fred®*, winner of the Writer's Guild of America's first inaugural Videogame Writing Award.

Since 2005, Vicious Cycle has also developed and licensed the Vicious Engine®, a comprehensive and fully portable middleware solution for PC, console, and handheld game development. Vicious Engine 2™ (V^{e2}), released in early 2009, offers a suite of new and improved features for cross-platform, next generation game development on the Xbox 360® video game and entertainment system from Microsoft and the PlayStation®3 computer entertainment system.

For more information, please visit the company's web sites at www.viciouscycleinc.com and www.viciousengine.com. Vicious Cycle is a D3Publisher development studio.

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