

PRESS RELEASE

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Twisted Pixel Reveals the Most Awesomest Game of All Times
We'll call it 'Splosion Man

AUSTIN, TX – April 1, 2009 – Twisted Pixel Games, creators of the award-winning Xbox LIVE® Arcade title *The Maw*, announced today their plans for a new game – another heart-warming tale of courage and yes, even love. CEO Michael Wilford: "Screw that. Let's just make a game where stuff blows up." Creative Director Josh Bear: "Yeah, lots of 'splosions . . . like a guy made out of 'splosions, and he'd be like 'splode 'splode 'splode! and then things die."

Things Die?

"Yeah, but not like regular dying," explained Art Director David Leung. "He'll 'splode people, and they'll blow up into big steaks and ribeyes and stuff." Lead Designer Sean Riley added, "Put it in a lab, with lots of glass to break. Then slow motion, and scientists diving away, being all like, *Oh no, I can't believe we made the 'Splosion Man!*"

Adds Sean, "But then they'd get 'sploded too."

A Game Rich in Tapestry of Story and Depth

No no no no. No. Just 'splosions. We blow the whole budget on things getting 'sploded.

Nothing Else?

What the hell else do you need?

About Twisted Pixel Games, LLC

Founded in 2006 by industry veterans, Twisted Pixel is an independent game development studio that operates in two capacities: 1) Inventing innovative original IP concepts then developing them into premiere console titles; and 2) Providing top-flight contract games development work to leading publishers on their highly-anticipated titles. The company's mission is to become a leading developer of digitally distributed console games with ambitious and inspiring games that exceed consumer expectations. Learn more about Twisted Pixel at www.TwistedPixelGames.com. 'Splode.

