

PRESS RELEASE

FOR IMMEDIATE RELEASE

August 31, 2009



TWISTED PIXEL CTO INITIATES SPLODEJEMENT DAY
Title Update and Leaderboard Wipe Coming to Splosion Man

AUSTIN, TX – August 31, 2009 – Frank Wilson, CTO of Twisted Pixel Games, learned today of an exploit that enabled cheaters to post impossibly good scores in his latest Xbox LIVE® Arcade game *Splosion Man*. With cold precision, he initiated a response: Splodejement Day.

On Tuesday, September 1st, at approximately 2 a.m. PDT, a title update will be released to permanently seal the exploit, and select scores will be wiped from the leaderboards, so that only legitimate scores remain. This purge will be in time for the “Speedy Splode” trophy contest, where the player with the best time in the single-player level 3-8 during the week of September 6th to 12th will win a unique Splosion Man statue and an autographed poster by the developers.

When asked, Mr. Wilson had this to say about his custom-built leaderboard-clearing application, which he affectionately calls Splodenet: “It goes on-line August 31st, 2009. Human decisions are removed from leaderboard defense. Splodenet begins to learn at a geometric rate. It becomes self-aware at 2:14 a.m. Pacific Time, September 1st. There is no score but what we earn for ourselves.”

Twisted Pixel also stated that this title update will not add avatar accessory awardable support to Splosion Man, as the timing of that release is up to Microsoft.

About Splosion Man

Splosion Man is a hilarious 2.5D platform game available on Xbox LIVE® Arcade for 800 Microsoft Points (\$10 USD). It has won several “Best of E3 2009” awards including Best Platformer by IGN and Best Downloadable Game by 411Mania. To learn more about Splosion Man, go to www.SplosionMan.com.

About Twisted Pixel Games, LLC

Founded in 2006 by industry veterans, Twisted Pixel is the independent game development studio behind the award-winning titles *The Maw* and *Splosion Man*. The company has two goals: 1) To create inspiring, character-driven original IP

for premiere console titles; and 2) Provide top-flight contract games development work to leading publishers on their highly-anticipated titles. Learn more about us at www.TwistedPixelGames.com.

