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The Highly Anticipated “Bugdom 2” Leaps Its Way Onto The iPhone™ and iPod® Touch

AUSTIN, TX – September 23, 2008 - Pangea Software, Inc., the developer of popular titles *Cro-Mag Rally*, *Billy Frontier* and the award-winning *Enigmo*, which was named the “Best iPhone Game” at WWDC ‘08, today announced that the action-adventure game *Bugdom 2* is now available for the Apple® iPhone™ and iPod® touch.

“Originally available on Mac, the Bugdom series grew to be one of the most popular Mac games of all time, and with new gameplay features and enhancements we’re confident that we’ll achieve similar if not more success on the iPhone.” says Brian Greenstone, President of Pangea Software. “This is a clever action packed title and will have millions of iPhone users struggling to put the game down.”

In *Bugdom 2* players take on the role of Skip, an enthusiastic grasshopper who battles roaches, flies, frogs, and other critters on a quest to regain his knapsack that was high-jacked by Bully Bee. To reclaim what rightfully belongs to Skip, players will have to accomplish a variety of tasks: explore outside the yard, inside the house, slide down the drain pipe and even go on balsa airplane bombing missions!

For more information, please visit the Pangea Software iPhone web page at: <http://pangeasoft.net/iphone/>.

To purchase *Bugdom 2*, please visit the App Store at: <http://phobos.apple.com/WebObjects/MZStore.woa/wa/viewSoftware?id=291322250&mt=8>.

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About Pangea Software:

Founded in 1987 by Brian Greenstone, Pangea Software, Inc. is a versatile and progressive software developer that is independently owned and operated. Based in Austin, TX, the award-winning Pangea team is focused on creating original titles for the Apple/Mac platform that are fun for the entire family.

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