

*** MEDIA ALERT *** MEDIA ALERT ***



CRYPTIC'S HEROES SET TO STORM GDC WITH SUPER SPEAKING ABILITIES

WHAT: Cryptic Studios, one of the world's leading developers of Massively Multiplayer Online (MMO) gaming, will be sending five of its team members to speak at the 2008 Game Developers Conference.

WHEN: February 18-22, 2008; various times (see below)

WHERE: The Moscone Center, San Francisco, California

WHO: **IGDA Educational Summit** (panel)
Speaker: Matt Highison (Character Artist, Cryptic Studios)
Time/Date: 10:00am - 6:00pm, February 18, 2008
Location: Rooms 131, 122

Session: SQL Considered Harmful: Databases for MMORPGs
Speaker: Shannon Posniewski (Director of Game Programming, Cryptic Studios)
Time/Date: 2:30pm - 3:30pm, Feb. 20, 2008
Location: Room 3004, West Hall

Session: Proper Use of Episodic Content in a MMO
Speaker: Jack Emmert (Chief Creative Officer, Cryptic Studios)
Time/Date: 9:00am - 10:00am, February 21, 2008
Location: Room 2014, West Hall

Session: Future of MMOs
Speaker: Jack Emmert (Chief Creative Officer, Cryptic Studios)
Time/Date: 12:00pm - 1:00pm, February 21, 2008
Location: Room 135, North Hall

Session: Lessons from the Front Lines: Startup CEOs share their insider stories (panel)
Speaker: Michael Lewis (President, Cryptic Studios)
Time/Date: 4:00pm-5:00pm, February 21, 2008
Location: Room 2007, West Hall

Session: Audio for MMOs (panel)
Speaker: Michael Henry (Audio Director, Cryptic Studios)
Time/Date: 4:00pm - 5:00pm, February 21, 2008
Location: Room 2022, West Hall

INFO: For more information about Cryptic Studios please visit www.crypticstudios.com

Cryptic Studios Media Contact:

Tracie Snitker
Reverb Communications
(209) 586-1495 ext. 104
tracie@reverbinc.com