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PressRelease

For Immediate Release

Dragonfly Game Design, LLC Announced As Finalist in The BIG C - Independent Game Competition

One of Ten Independent Developers Selected as Finalist in Global Competition

Westborough, MA – January 6, 2004: Dragonfly Game Design, LLC is pleased to announce that its game, Q'Bicles, has been selected as a finalist in The BIG C, also known as the BAWLS Independent Game Competition.

Originally conceived of in late 2003, Q'Bicles was designed to be a game that both gamers and non-gamers alike would be able to pick up and immediately connect with. Never taking itself or its subject matter seriously, Q'Bicles creates an irreverently amusing setting for players to take control of an office and decide the fate of those within. In a unique spin on traditional puzzle games, Q'Bicles pays its respects to the every day office worker and life in a cubicle by allowing players to manipulate items commonly found in an office in order to meet specific goals set by the "The Boss". With two unique game modes and three difficulty levels, Q'Bicles offers over 300 unique playing situations, and is a must have for any office humor or puzzle game fan.

Q'Bicles has been under development on-and-off since November 2003, and will go on sale later this month. For more information and to download the demo, please visit www.qbicles.com.

The BIG C premieres this year as a special part of the Slamdance Film Festival. Created by Slamdance, one of the world's largest independent film festivals, and BAWLS Guarana, the largest beverage supporter of electronic gaming in the United States, The BIG C offers aspiring game developers an unprecedented opportunity to showcase their work in a national competition and

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should help facilitate industry connections, national exposure and distribution for both the finalists and winners.

The ten finalist selected will compete at The Slamdance Film festival in Park City, Jan. 21 to 28, 2005 and will be judged by festival attendees, with a Jury Award and Audience Award that include cash and prizes presented at the end of the festival.

“We were very impressed with the entries we received for this competition,” said Hoby Buppert, president of BAWLS Guarana. “There were many excellent games submitted and, while the judging process was challenging, we are very enthusiastic about showcasing the top ten finalists to the public.”

“Our whole team is thrilled to have their hard work and dedication recognized by the judges, particularly in light of the tough competition,” commented Michael Melson, Technical Director and Co-Founder. “The BIG C has opened up many opportunities for us as a company and as a team.”

About Dragonfly Game Design, LLC

Dragonfly Game Design, LLC was founded in November of 2003 by Michael Melson and Michael Gesner, two former students at Worcester Polytechnic Institute in Worcester, MA. The company has been involved in a number of projects ranging from the porting of IGF Finalist Dark Horizons: Lore to the Macintosh and Linux, to the creation of an online game for the book *PHP Game Programming*, by Matt Rutledge. They have spent the last year extending Cognitoy LLC’s award-winning game MindRover and creating Q’Bicles. The company now employs three full-time employees and four part-time employees. For more information, please visit www.dragonflygamedesign.com.

About BAWLS Guarana

BAWLS Guarana, the premier caffeinated drink on the market, is the brainchild of entrepreneur Hoby Buppert, president of Hobarama LLC. Widely distributed to local super markets, convenience stores, select COMP USA stores and gaming venues, BAWLS Guarana is a premium, non-alcoholic, carbonated beverage made from the guarana berry from the Amazonian Rainforest. BAWLS Guarana contains twice as much caffeine as coffee and three times that of cola due to a naturally occurring form of the stimulant found in the guarana berry. Offering a refreshingly light taste of citrus infused

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cream soda, BAWLS Guarana has continued to grow over a variety of different industries including financial institutions, technology businesses, military, high-profile celebrities, and continues to be the most recognized soft drink with the gaming industry. BAWLS Guarana reaches millions of computer gamers through “LAN Parties” and tournaments across the country, and its gaming website www.bgcg.net. For more information, please visit www.bawls.com.