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38 STUDIOS ANNOUNCES APPOINTMENT OF JENNIFER MACLEAN AS CEO; DEPARTURE OF BRETT CLOSE

Maynard, MA, August 21, 2009 – 38 Studios (www.38Studios.com), an entertainment and original IP creation company, today announced Jennifer MacLean as the company's new CEO. MacLean was senior vice president of business development.

The announcement comes at the departure of Brett Close as president and CEO. In this role since 2007, Close led the vision and development of the company and its intellectual property, *Project Copernicus*, and its largest iteration, a massively multiplayer online game.

"I've had the privilege of building 38 Studios to become an established force of IP creation and entertainment," said Brett Close. "I leave with confidence in the future success of the company and have no doubt its products will excite gamers worldwide."

Curt Schilling, founder and chairman of 38 Studios stated, "I'm proud to appoint as head of our company such a deserving and extraordinary member of the 38 Studios team. As the new chief executive, Jen will continue the journey in delivering on our vision of creating new entertainment experiences. Brett's leadership over the last three years has well-positioned 38 Studios for the next phase of the company's development. The entire 38 Studios team wishes Brett much success in all his future endeavors."

Prior to joining 38 Studios in March 2008, MacLean was vice president and general manager of games at Comcast, the largest cable company in the United States. Chairwoman Emeritus of the Independent Game Developers Association, named by *Gamasutra* as one of the "Top 20 Women in Games," and listed by Next Generation as one of the game industry's "100 Most Influential Women," MacLean has more than fifteen years of extensive experience in online content and interactive entertainment and holds an M.B.A. from Columbia Business School.

"It's an honor for me to have the opportunity to further contribute to 38 Studios' future," stated MacLean. "38 Studios has a high level of responsibility to our consumers and the industry and I will ensure we deliver on that promise. I'm excited about leading the incredible developers here and expanding our strategic vision of allowing customers to interact with our products and stories where, when, and how they want."

About 38 Studios

38 Studios, an entertainment and IP creation company founded in 2006 by Curt Schilling, is developing an original fantasy IP driven by the creative and artistic visions of pop-culture icons R. A. Salvatore and Todd McFarlane. Entertainment products will include a massively immersive Online Entertainment Experience™ that transcends the traditional MMOG genre, novels, comics, toys, console games, movies, TV, and more. For more information, visit www.38Studios.com.

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