SOLID STATE NETWORKS ANNOUNCES AT GDC
THE FIRST COMMERCIAL-CLASS CONTENT DELIVERY SOLUTIONS
BASED ON THE BITTORRENT PROTOCOL

Tulga Games Adopts Solid State Networks to Speed Game Downloads

SAN JOSE, Calif., March 20, 2006 – Solid State Networks, a startup company dedicated to developing high performance distributed content delivery solutions, debuted today at the annual Game Developers Conferencing (Exhibiting in Booth 1443), announcing the gaming industry's first high-performance, commercial-class content delivery solutions based on the popular BitTorrent protocol.

The Tempe, AZ-based startup also announced its commercially optimized technology and solutions are now being used by digital game developer Tulga Games to accelerate the downloading of its popular, 1-gigabyte (GB) online game, *Horizons*.

Solid State Networks is tapping into the increasing use of the Internet by consumers as a preferred way of buying and enjoying games, movies, music, television shows and software. This growing consumer desire for on-demand digital content is motivating content owners, ranging from leading game developers to major movie companies, publishing houses and music producers, to explore new distribution models and technologies to increase the performance, scalability and cost-efficiencies of downloading large digital content objects. Solid State's high-performance distributed delivery solutions are designed specifically to meet content publishers' needs for easy and affordable distribution to consumers of the content they want most, when and where they want it.

(more)

"It is evident that consumers are increasingly turning to the Internet as a means to acquire digital content," said Rick Buonincontri, President, CEO and a founder of Solid State Networks. "However, while the size of digital content objects has changed dramatically in recent years, the economics of delivering high demand content over the Internet has not."

Buonincontri continued, "We started Solid State specifically to bring to market our commercially optimized suite of software tools so that content publishers and distributors can take advantage of the transfer speed and economic benefits afforded by the BitTorrent protocol, while ensuring the reliability of a traditional content delivery network (CDN). The net result for our customers is a better user experience at significantly lower per unit costs of delivery."

That combination of Solid State attributes is exactly what attracted David Bowman, CEO of Tulga Games. His company competes with the largest brand-name game companies and he sees the early adoption of Solid State solutions as a way to help differentiate Tulga Games through significantly heightened user experiences.

"It's all about providing our gamers the ultimate experience," said Bowman, who is working with Solid State to provide users a higher performance service for downloading the 14-day, 1GB free trial of *Horizons*. "We're always adding new content to the game. And, its critical these players have the easiest and fastest access to our trial and game which helps lead to the most enjoyable experience available. Solid State is now helping us ensure that experience is one that brings these players back for more."

The Solid State solution for Tulga includes selected server components and a custom-branded BitTorrent client that includes a simple, easy to use download interface far superior to the complexity common with typical BitTorrent clients.

Solid State's flagship product is the Solid State Distributed Delivery Network™ (DDN) which is a hybrid content delivery solution that combines the economic advantage of BitTorrent end-user bandwidth sharing with the reliability of a traditional CDN. It allows content providers to set desired Service Level Agreements so content is always available with customizable quality of service levels. It also provides advanced analytics, reporting and flexible integration with content management and digital rights systems.

(more)

The Solid State Networks suite of high performance distributed content delivery solutions is currently available directly from the company.   Solid State will be demonstrating its solutions this week in Booth 1443 at Game Developers Conference 2006 being held at the San Jose Convention Center in San Jose, Calif., March 20-24.

About Tulga Games

Tulga Games LLC is a privately held digital game publisher and developer with a mission of providing individuals and families with quality digital entertainment experiences. For more information, please visit www.tulgagames.com.

About Solid State Networks

Solid State Networks is a developer of high performance distributed content delivery solutions, and the first commercial-class software suite based on the massively scalable BitTorrent protocol. Solid State's offerings are ideal for the distribution of high-demand, massive digital objects, including PC and console video games, high resolution video including feature films and television programs, music, and software programs. For more information, please visit www.solidstatenetworks.com.

#   #   #   #

Contact:
Rich Moore
New Venture Communications
rmoore@newventurecom.com
415-608-7441