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FOR IMMEDIATE RELEASE

**VIVOX® TO PROVIDE VOICE TECHNOLOGY
FOR 38 STUDIOS' UPCOMING ONLINE ENTERTAINMENT EXPERIENCE**

FRAMINGHAM, MA, SEPTEMBER 16, 2008 — Vivox Inc. (www.vivox.com), the market leader in voice services for online games and virtual worlds, today announced the company has entered into an agreement with 38 Studios (www.38studios.com) to provide voice technology for its upcoming massively multiplayer online game.

"38 Studios has quickly established itself as a creative heavyweight in the development community and we believe the innovative use of voice further extends that creativity throughout the entertainment experience," said Rob Seaver, CEO, Vivox. "By choosing Vivox and designing with voice chat in mind, 38 Studios will be equipped with a powerful tool for providing the players with the best possible experience and strengthening community and social relationships."

Vivox voice services are used to build and strengthen community, thereby enhancing online gaming experiences. In this deal, Vivox will provide 38 Studios with the most advanced real-time communication service, including support for massive live events, in- and out-of-game chat, game-to-mobile calling and SMS. These custom-tailored features will be packaged into a 38 Studios branded version of the Vivox voice client and tightly integrated into the game environment.

"As we continue to develop our signature Online Entertainment Experience, 38 Studios aims to transform MMO gameplay beyond what is currently available," said Brett Close, CEO and President, 38 Studios. "Vivox has the most reliable and proven voice technology services on the market, hands down. By implementing voice early in the process, we can strengthen the player experience and offer unified, immersive communications from the onset."

Led by the artistic vision of Todd McFarlane and the enthralling storytelling of R. A. Salvatore, 38 Studios is developing an original IP – a world made up of fantastical elements, settings, characters, creatures, rules, and experiences. The IP will encompass multiple media forms including the online game experience that is currently scheduled for release in late 2010.

About 38 Studios

38 Studios, a media and entertainment company founded in 2006 by Curt Schilling, is in pre-production on 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, movies, TV, and more. For more information, visit <http://www.38studios.com>.

About Vivox, Inc.

Based in Framingham, MA and founded in 2005, Vivox is the leading provider of community-building voice services for online games and virtual worlds. Supporting millions of users in more than 180 countries, the Vivox Network is the world's largest voice network for gamers. Vivox customers include online game and virtual world developers and publishers such as CCP Games, Icarus Studios, Linden Lab, NCsoft, Sony Online Entertainment and Wizards of the Coast. For more information on Vivox and the power of voice, visit www.vivox.com

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