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**Bigfoot Networks Adds Prominent Silicon Valley
Executives to Management Team**

*Industry Veterans Harry Dickinson and John Drewry to Spearhead
Worldwide Sales and Marketing as Company Accelerates Growth*

SAN JOSE, Calif. and AUSTIN, Texas – April 28, 2009 -- [Bigfoot Networks](#)™, the networking technology company behind the Killer® line of gaming network cards, today announced the appointment of Harry Dickinson to vice president of worldwide sales and John Drewry to vice president of marketing. The two executive appointments follow on the heels of the [Killer Xeno](#)™ product launch, the company's second-generation gaming network card, and distribution agreements with Alienware and EVGA. Bringing more than 40 years' combined experience in growing startup technology companies, Dickinson, with his worldwide sales and channel experience, and Drewry, with his product and marketing expertise, will be instrumental in advancing Bigfoot Networks as a real-time networking innovator.

“Harry and John are accomplished executives, both with significant achievements leading early-stage companies to exponential revenue growth and high market valuations,” said Michael Howse, CEO of Bigfoot Networks. “We are very fortunate to welcome team members of this high caliber and at this critical time in our transition from early-stage company to high-growth technology provider.”

As vice president of worldwide sales, Dickinson will focus on expanding Bigfoot Network's technology and product distribution channels. Dickinson's career includes executive roles in sales, marketing and operations at leading companies such as National Semiconductor, SCS/Mentor Graphics, Transwitch, S3 and Cygnus/Red Hat.

As VP worldwide sales at graphics chip supplier S3, Dickinson helped grow the company to \$500 million in revenue, establishing the company as the fastest growing company in Silicon Valley at the time. Most recently, Dickinson was COO at Artisan Components, Inc., a leading provider of physical IP products where he oversaw exponential revenue growth and the company's acquisition by ARM Holdings.

"Bigfoot Networks continues to evolve its core product and innovate with new platform delivery methods, along with top-tier partnerships," said Harry Dickinson, vice president of worldwide sales. "I look forward to building new alliances and expanding Bigfoot Networks' presence in the process, ultimately putting Killer technology into the hands of millions of gamers and mass-market consumers."

As vice president of marketing, Drewry will drive Bigfoot Networks' next phase of business growth with aggressive new product plans for 2009 and beyond. Drewry brings valuable leadership and product experience in the development of communications and networking solutions from startup companies and major players including Cisco, 3Com and Motorola. Previously, he was co-founder and vice president of marketing at Orative, a software company that extended VoIP systems to mobile phones, which was later acquired by Cisco. Prior to Orative, Drewry served as senior director of product management and business development at 3Com, where he helped to pioneer the early Wi-Fi® industry and successfully introduced the company's first Wi-Fi products to consumer, business and OEM customers in more than 50 countries worldwide.

"It's an exciting time to be joining Bigfoot Networks, a company with an ambitious technology and product roadmap," said John Drewry, vice president of marketing. "My objective is to position the company as the leading networking technology provider for today's new generation of real-time Internet applications – like online gaming, voice and video."

Dickinson and Drewry will be based in the company's new Silicon Valley headquarters.

About Bigfoot Networks

Bigfoot Networks, the networking technology company behind the Killer[®] line of gaming network cards, develops groundbreaking networking hardware and software for gamers and mass-market consumers. Bigfoot aims to support the rapidly growing online and competitive gaming markets, in addition to mainstream consumer applications that can benefit from the company's leading technology. The company's second-generation gaming network card, Killer Xeno[™], offers integrated audio for hardware-accelerated voice-chat, designed to bring gamers the ultimate online experience.

In addition, the Killer Xeno platform provides Bigfoot Networks' partners and customers the fastest time to market with a flexible product design for customizing, licensing and distributing Killer Xeno. Bigfoot Networks is funded by leading venture capital firms North Bridge Venture Partners and Palomar Ventures. To learn more, visit Bigfoot Networks at www.bigfootnetworks.com.

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