



Press Release

• For Immediate Release

**LAWRENCE TAYLOR TEAMS UP WITH VIRTUAL REALITY, INC.
TO SET UP ALL PRO SPORTS PRODUCTS, INC., A VIRTUAL
REALITY SPORTS AND ENTERTAINMENT GAMES COMPANY**

LT FORMS VIRTUAL REALITY SPORTS AND ENTERTAINMENT COMPANY

New York - November 24, 1992 -- Virtual Reality, Inc. (Electronic Bulletin Board – VIRT) has announced today the signing of an agreement with Lawrence Taylor's All Pro Sports Products, Inc. for the development, commercialization and worldwide marketing of virtual reality sports and entertainment games.

This comes at a time when Lawrence Taylor or LT, as he is known by millions of professional football fans who consider him the NFL's outstanding linebacker, is planning his future involvement in a new and exciting field of electronic sports games. "This is my plan," said LT, "for a way to transfer the intense interest that I have in sports of all kinds to a new playing field and make my experience in pro football available to large numbers of people."

-More-

Virtual Reality Inc., a developer of VR systems for entertainment, medicine and education, describes a VR game as one which places a person in an artificial environment presented so realistically that the person plays the game as if he or she is within the surroundings presented. When the first game is introduced, which is expected to be in the third quarter of 1993, it will represent a new experience, a new plateau in electronic games, because of the feeling of immersion that occurs with virtual reality. "We view this agreement as the most positive step to date in the advancement of electronic game technology," said VRI CEO Nelson Merritt, "where professional football's best known linebacker brings his enormous talent to the conceptual development of a completely new line of sports and entertainment games."

"The new All Pro Sports Products games will have a major impact on the billion dollar electronics games industry," said Merritt. This will create a new and expanding market for entertainment software. Virtual reality games will offer new and exciting software programs and also provide the opportunity to attain a much higher level of quality of entertainment than has been previously available. In addition, initial market studies indicate that the game will attract a broad spectrum of users, young and mature adults as well as teenagers, opening up a wide market for the games of All Pro Sports Products.