

FOR IMMEDIATE DISTRIBUTION



Emergent™ Bundles the Revolutionary Power of Gamebryo® LightSpeed™
With Audiokinetic's Wwise

CALABASAS, Calif. – May 18, 2009 – Emergent™ and Audiokinetic have teamed up to provide the video game industry's only cross-platform, multi-genre development system that fully addresses the audio needs of programmers, game designers, artists and sound designers by including Wwise right out of the box with every Gamebryo® LightSpeed™ license. The flexibility of Lightspeed's core technology allows the art of game development to easily evolve across every function of development.

Audiokinetic's Wwise offers audio programmers and sound designers a complete audio authoring tool with a powerful sound engine, greatly improving workflow while pushing the limits of sound design. Coupled with LightSpeed, Wwise allows developers to audit, profile, and modify sounds in real-time within the current build of the game. This new bundle further simplifies workflow by allowing designers and artists to generate and iterate on any type of asset during all phases of development without recompiling. Content creation is sped up and programmers are free to devote their efforts to game-specific tech for new kinds of gameplay instead of adding and tweaking game content.

"Emergent is committed to driving game development standards and integrating tools that can be used by all game designers right from the start," said Scott Johnson, president, Emergent Game Technologies. "Wwise adds the best sound technology in the business to LightSpeed, giving developers access to the tools they desire – and need – to succeed as the new face of AAA. No matter what platform, no matter what genre, we're providing the development environment for building a studio, not just a single game."

Emergent is becoming the nexus of the game development culture, which is proven by their long list of partners and clients. A dozen of the game industry's middleware providers have recently joined Emergent's Partner Program and declared their support for LightSpeed including Scaleform, Illuminate Labs and NVIDIA, among others.

"We have had tremendous success with Emergent's development platform," said André Nadeau, President and CEO, Audiokinetic. "It was only natural to proceed with the bundling since Wwise and LightSpeed work so well together. We believe in Emergent's philosophies and approach to the industry. Community driven technology is key to the industry's future."

Additional information on how to participate in Emergent's Partner Program can be found at www.emergent.net.

For pricing information, please visit www.emergent.net/contactus.

About Emergent

Emergent Game Technologies works with developers and the industry's top middleware providers to create state-of-the-art software and services needed to rapidly move from prototype to final product. These proven, stand-alone solutions include the award-winning Gamebryo software platform. Emergent helps developers fulfill their maximum creative potential by giving them the power to endlessly – and efficiently – iterate development.

Emergent is headquartered in Calabasas, California, and has offices in Chapel Hill, NC; Austin, Texas; London; Tokyo; China and Korea. To learn more, visit www.emergent.net

About Emergent Products

Emergent Game Technology's Gamebryo is used to create high-quality titles for PLAYSTATION 3 system, Xbox 360, PC and Wii. Publishers that have used Gamebryo in the past include: Disney, Google, Electronic Arts (EA), Take Two, Namco and THQ to name but a few. Gamebryo has been used as the core tech in high profile titles such as EA-Mythic's ***Warhammer Online: Age of Reckoning*** and Firaxis' ***Civilization Revolution***. Gamebryo LightSpeed, the next leap forward in game development technology, offers game designers a cross-platform, cross-genre solution that has rapid prototyping, rapid iteration and real-time updates to simplify game technology creation and open the door to exciting gameplay possibilities.

To date, Gamebryo has been used in more than 250 shipped games titles from downloadable casual games to first-person shooters to massively multiplayer online games. Another 150 titles are currently in development.

About Audiokinetic

Audiokinetic provides powerful and flexible audio solutions for the video game industry. Wwise, the award winning audio pipeline solution, is setting new standards in audio production. This cost-efficient middleware increases productivity and simplifies the development process, giving game developers the flexibility, toolsets, and workflow necessary to dramatically advance the gaming experience.

Audiokinetic is headquartered in Montreal, QC, Canada. www.audiokinetic.com

Emergent, LightSpeed, Gamebryo and related logos are trademarks or registered trademarks of Emergent Game Technologies, Inc. or its affiliates in the U.S. and other countries. Other names may be trademarks of their respective owners.

Copyright ©2009 Emergent Game Technologies, Inc.

Emergent Media Contact:

Tracie Snitker
Reverb Communications, Inc
tracie@reverbinc.com
209-586-1495 x104