



EMERGENT GAME TECHNOLOGIES ANNOUNCES AVAILABILITY OF GAMEBRYO LIGHTSPEED 3.2 BETA

Calabasas, CA – July 22, 2010 - Emergent Game Technologies announced today the availability of the beta version of the upcoming Gamebryo LightSpeed 3.2 release on its worldwide collection of source code distribution servers. The upcoming 3.2 engine release features an extensible new Terrain Editor deeply integrated into LightSpeed's content creation toolset, along with powerful new high-level runtime debugging tools and a host of performance improvements.

Emergent's newly deployed worldwide Subversion servers give Gamebryo LightSpeed source code licensees unprecedented access to early releases and in-development versions of LightSpeed tools and features. With this inaugural preview version deployment, Emergent is further tightening its relationship with its customers by giving them even more visibility into the LightSpeed development process.

More about the LightSpeed 3.2 release:

- New terrain editing toolset with integrated terrain runtime and configurable brush-based geometry and material editing system
- New data-driven Time of Day Editor, fully integrated into existing content tools
- New runtime simulation debugger for rapid iteration and improving deployed applications
- Tighter integration with the Lua scripting system for easier and faster game development
- Many additional performance improvements across the LightSpeed GameFramework

For more information about Emergent Game Technologies and its development products, please visit www.emergent.net

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About Emergent Game Technologies

Best known for its industry-leading 3D game engines, Gamebryo and Gamebryo LightSpeed, Emergent's technologies have been selected by studios around the globe to bring nearly 300 titles across more than 15 genres to market, including Game of the Year award-winning titles like **Fallout 3**, **The Elder Scrolls IV: Oblivion**, as well as critically acclaimed titles like **Warhammer Online: Age of Reckoning**, **Civilization Revolution**, **QQ Speed**, **Divinity II – Ego Draconis** and **Bully**. Emergent's videogame technology is allowing studios to focus on innovative gameplay by enabling rapid prototyping, rapid iteration and rapid production with real-time on-target updates for Xbox 360, PlayStation 3 system, Wii and PC. As part of the international development community, Emergent provides world class support and technologies evolved from deep relationships with its developer partners.

Emergent is headquartered in Calabasas, California, and has offices in Chapel Hill, NC; London; Tokyo; China and Korea. www.emergent.net .

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