



## **EMERGENT GAME TECHNOLOGIES ANNOUNCES RECORD PROFITS AND THIRD CONSECUTIVE QUARTER OF FINANCIAL GROWTH**

**CALABASAS, Calif. – August 4, 2010** – Emergent Game Technologies, a worldwide leader in 3D videogame engines, today announced record profits for the six months ending June 30, 2010, and strong continued growth in revenues worldwide. This is the third consecutive quarter that exceeded financial expectations.

Licensing sales were strong across all territories, with sustained growth in North America and continued dominance of the Asian game development markets. For more information on Emergent Game Technologies and its development technologies, please visit [www.emergent.net](http://www.emergent.net)

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### **About Emergent**

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*, *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](http://www.emergent.net) .

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