



EMERGENT UNVEILS GAMEBRYO LIGHTSPEED'S ONLINE CAPABILITIES

Next Step in LightSpeed's Ongoing Evolution Combines Online Multiplayer and Networking Tools with Rapid Prototyping and Rapid Iteration Abilities

COLOGNE, Germany. – August 19, 2009 – [Emergent Game Technologies](#) announced today the first update to Gamebryo® LightSpeed™, the cutting edge game engine development system, which now delivers online multiplayer and networking tools as a fully integrated out-of-the-box solution. The revolutionary LightSpeed now includes rapid prototyping and rapid iteration for online multiplayer games, giving game designers unprecedented capabilities from the very beginning of the development process.

“Our data-driven system combined with our networking technology sustains the entire creative process from prototype through gold master, even in online multiplayer games. The payback to the game team is more time to try ideas, more time to iterate, more time to polish, resulting in better games,” said Geoff Selzer, chairman and CEO, Emergent. “We are just beginning to unveil the power of LightSpeed’s architecture, and online multiplayer is foundational to the entire system. No other game engine in the world can compete with LightSpeed’s ability to support an entire studio’s technology needs.”

Developers can rapidly iterate changes and modifications to online multiplayer games with one click, in real-time across all connected clients without recompiling or restarting the game, greatly accelerating the development process. The key to LightSpeed’s online power is its Entity Framework System, which has been designed from inception to be simply and efficiently distributable across the network, on any platform. This powerful architecture makes it simple and quick to include multiplayer capability right from the start of development, enabling teams to take their online play to an unprecedented level. Details of online communication are handled implicitly, allowing designers to create and iterate on online game concepts without being networking experts. Users can play their multiplayer game, allowing them to play-test and play-balance games from the very first iteration. Because of LightSpeed’s revolutionary rapid prototyping power, developers can confidently present their first prototypes to potential publishers featuring online functionality.

“Being able to create completely new game objects and to change them rapidly across all target platforms in real-time is a huge timesaver in the development process,” said Doug Kubel, Emergent’s VP of Product. “The Emergent tech team is focused on developing new tools, new technologies and new ways to work within LightSpeed that make developers’ lives easier, so they can rapidly produce prototypes, polish more, and ultimately produce amazing games.”

LightSpeed empowers developers to create their online and multiplayer games in any genre and continues Emergent’s dedication to providing a one-stop cross-platform toolset for PLAYSTATION[®]3, Xbox[®]360, Wii[™] and PC.

Game developers interested in hearing more about LightSpeed and its online multiplayer solution can visit Emergent Games Technologies at Gamescom 2009 in Cologne, Germany, August 19-23, 2009, Hall 4.2, booth J-011.

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 *The Elder Scrolls IV: Oblivion*, as well as critically acclaimed titles like *Warhammer Online: Age of Reckoning*, *Civilization Revolution* and *Bully*. Emergent is driving "The New Face of AAA," 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; Austin, Texas; London; Tokyo; China and Korea. To learn more, please visit www.emergent.net

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