



## EMERGENT GAME TECHNOLOGIES AND KROME STUDIOS® ANNOUNCE TECHNOLOGY MERGER

**CALABASAS, Calif. and BRISBANE, Australia – September 13, 2010** – Emergent Game Technologies, the worldwide leader in 3D videogame engines, and Krome Studios®, Australia's largest game developer, announced today that the two companies have reached an agreement to merge their middleware technologies and core engineering teams.

Under the agreement, Emergent Game Technologies' products, including Gamebryo® and Gamebryo LightSpeed®, will be aggressively extended through collaboration between the Emergent and Krome Studios' engineers. Emergent Game Technologies will be the exclusive licensor of the combined companies' work driving a robust roadmap for cross-platform engines, world-class product support and advanced tool features.

The companies have also agreed to internally develop several cross-platform digital and retail products slated for 2011 and beyond.

For more information on Emergent Game Technologies and its development technologies, please visit [www.emergent.net](http://www.emergent.net) or follow us on [Facebook](#).

For more information on Krome Studios, please visit [www.kromestudios.com](http://www.kromestudios.com)

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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. Titles using Emergent's tech include 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*, *Dance on Broadway*, *LEGO Universe*, *Bully* and more. 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 computer entertainment 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 London; Tokyo; China and Korea. [www.emergent.net](http://www.emergent.net).

### **About Krome Studios®**

Krome Studios is Australia's largest video game developer and a leading independent studio in the worldwide game development community. Krome's vision is to cultivate technological and artistic achievement, creating proprietary technologies that facilitate superior games for both original and licensed properties. The company has proven expertise in developing games for all console and handheld platforms. Krome has spent the last 12 years building games like *Star Wars: The Force Unleashed*, *Game Room* on Xbox Live, *The Legend of Spyro: The Eternal Night*, *Viva Pinata: Party Animal* as well as its own original IP, *TY the Tasmanian Tiger*<sup>™</sup> and *Blade Kitten*, nominated for "Best Downloadable Game" at E3 2010.

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