



LARIAN STUDIOS COMMITTED TO EMERGENT'S GAMEBRYO FOR DEVELOPING DIVERSE TITLES, INCLUDING THE HIGHLY ANTICIPATED *DIVINITY II: EGO DRACONIS*

Flanders, Belgium – December 7, 2009 – Larian Studios today named Emergent's Gamebryo its development engine of choice, revealing that they have utilized Emergent's tech to bring a variety of multi-faceted projects to life, including the highly anticipated *Divinity II: Ego Draconis*. This next installment in the critically-acclaimed Divinity series is available now on PC in Germany and will launch worldwide in early 2010 on Xbox 360[®] videogame and entertainment system from Microsoft and PC, starting on January 5th in North America.

Simultaneous to development of Divinity 2, Larian took advantage of Gamebryo's flexibility to develop the innovative educational PC title *Monkey Labs*, its first in a series of video games designed specifically for classroom use for kids ages 7-14. The studio used the unique flexibility of Emergent's tech to develop these two very different genres titles. From the vast fantasy world of Divinity designed for hardcore RPG fans to the primate-themed educational game companion for classic kid's textbooks, the use of Gamebryo helped Larian reduce the time spent in redundant tech creation and decreased the time to market.

"We wanted to create innovative gameplay experiences that were unique to these diverse audiences," said Benoît Louzas, Producer, Larian Studios. "To accomplish this, we needed to focus on implementing our ideas, and not be too restricted by any engine limitations, so Gamebryo was perfect for our needs."

Louzas continues, "From past experience, we knew Gamebryo would allow for fast prototyping, letting us test new ideas and features without having to spend too much precious 'actual' development time. Gamebryo easily integrates with the applications we use and is readily customizable to fall into place in our pipelines. We look forward to a long term partnership with Emergent, working with their cutting edge development tech."

For more information on Larian Studios, *Monkey Labs* and *Divinity II: Ego Draconis* please visit www.larian.com

For more information on Emergent and its development technologies, please visit www.emergent.net

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About Larian Studios

Larian Studios is the largest independent games developer from Belgium. Their portfolio includes the multiple award winning RPG *Divine Divinity*, *Beyond Divinity* and *Divinity 2: Ego Draconis* as well as the popular online children's communities produced for various broadcasters such as Adventure Rock (BBC), KetnetKick (VRT), Superia (NRK) and GulliLand (Lagardère).

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*, *Defense Grid* 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; London; Tokyo; China and Korea. To learn more, please visit www.emergent.net

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