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NetDevil Announces Licensing Agreement with Emergent Game Technologies

CALABASAS, Calif. –May 25, 2010 –[NetDevil](#), a leading developer in the Massively Multiplayer Online (MMO) gaming genre and a wholly-owned division of Gazillion Entertainment, announced today a licensing agreement with Emergent Game Technologies for use of the award-winning Gamebryo® for development of the highly anticipated [LEGO Universe](#), the first MMO based on the LEGO® play experience.

“The best part about Emergent’s tech was that we were able to get the artists producing actual content within the first month of the project,” said Erik Urdang, Technical Director for *LEGO Universe* at NetDevil. “We evaluated other engines and chose Gamebryo for its render pipe and memory management features, in addition to the significant engineering support which allowed us to optimize the technology.”

Emergent is a leading provider of 3D game development solutions, and their engines Gamebryo and Gamebryo LightSpeed that provide studios like NetDevil with a seamless and efficient framework coupled with the ability to quickly incorporate in-house and other third-party tech. Emergent’s tech also handles the immense animation and shader systems required by this graphically rich game, allowing the development team to focus their energy and time on more creative aspects of the game.

For more information about NetDevil, please visit www.netdevil.com

For more information about Emergent and their technology offerings, please visit www.emergent.net

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About NetDevil, LTD

NetDevil, a wholly-owned subsidiary of Gazillion Entertainment, is a leading game development company headquartered in Louisville, CO, that specializes in the development and construction of massively multiplayer online games (MMOs). Founded in 1997, under the inspiration of Jumpgate(TM), the world’s first massively multiplayer space simulator, the company carries on a commitment to creating interactive, virtual worlds in unique and elaborate settings. Led by a development team of

talented and experienced industry veterans, NetDevil has grown to over 50+ employees with plans to hire and retain top industry talent for work on its large scale projects in development. All NetDevil employees share a common vision to bring the mysteries of new and exciting worlds to life as immersive online universes.

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 Dragonis* 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. To learn more, please visit www.emergent.net

About the LEGO Group

The LEGO Group is a privately held, family-owned company, based in Billund, Denmark. It was founded in 1932 and today the group is one of the world's leading manufacturers of play materials for children, employing approximately 7,500 people globally. The LEGO Group is committed to the development of children's creative and imaginative abilities. LEGO products can be purchased in more than 130 countries.

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