

# **Red Mile Entertainment Licenses Epic Games' Unreal Engine 3**

Sausalito, CA – December 20, 2007 – Red Mile Entertainment, Inc. (OTC Bulletin Board: RDML) announced today that it has entered into an agreement to license the Unreal Engine 3 from Epic Games, Inc. for use in its upcoming Sin City video game.

"The Unreal Engine is one of the most technically advanced engines on the market and is a perfect fit for our Sin City video games," said Glenn Wong, president and COO for Red Mile. "The engine has powered several of the best-selling games of all time and I am very glad we have the opportunity to arm our developers with such a world-class product."

"We're extremely excited to be working with Red Mile," said Mark Rein, vice president of Epic Games, Inc. "We have been Frank Miller / Sin City fans for a long time and are pleased that our technology will be a key factor, and we're confident that they're going to make a great game with it."

## About Unreal Engine 3

The award-winning Unreal Engine is known for cutting-edge graphics and a best-of-breed toolset. Unreal Engine 3 maintains those features while adding massive world support, multi-processor support, next-generation console optimizations, and one of the most mature tool pipelines in the industry. Unreal Engine 3's new toolset is designed specifically to accelerate developers' productivity for ultra-complex, next-generation content. Additional information on Unreal Engine can be obtained at [www.unrealtechnology.com](http://www.unrealtechnology.com).

## About Epic Games

Epic Games, Inc., based in Cary, NC and established in 1991, develops cutting-edge games and cross-platform game engine technology. The company has created multiple million-selling, award-winning titles in its Unreal series, recently shipping "Unreal Tournament 3" for PC and PlayStation 3. Epic's breakthrough game, "Gears of War," sold over 4 million copies and was awarded overall Game of the Year for 2006 by the Academy of Interactive Arts & Sciences, Game Developers Choice Awards, GameSpot, GamePro and many others. Epic is also responsible for the Unreal Engine, which is the underlying technology for a wide range of games including the Game Critics Awards' Best Console Game and Spike TV's 2007 RPG of the Year "Mass Effect" by BioWare and the 2007 BAFTA Best Game and Spike TV Game of the Year "BioShock" by 2K Games. Epic's Unreal Engine 3 is the current holder, and three-time consecutive winner, of Game Developer magazine's Front Line award for Best Game Engine. Epic was also recognized as 2006 Studio of the Year by Spike TV, Developer of the Year by Official Xbox Magazine and 2007 Large Company of the Year by the North Carolina Technology Association. Additional information about Epic can be obtained through the Epic Games Web site at [www.epicgames.com](http://www.epicgames.com).

**About Red Mile Entertainment, Inc.**

Red Mile Entertainment, Inc. is a worldwide developer and publisher of interactive-entertainment software. Red Mile creates, incubates, and licenses premier intellectual properties and develops products for console video-game systems, personal computers, and other interactive entertainment platforms. For more information about Red Mile Entertainment, Inc. please visit our web site at <http://www.redmileentertainment.com>.

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