



Press Release

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Fork Particle, Inc. Integrates Real Time Particle Effects Solution With Emergent Game Technologies' Gamebryo® and Gamebryo LightSpeed™

Pleasanton, California, December 17, 2009 - Fork Particle, Inc., a real time particle effects technology middleware solution developer, and Emergent Game Technologies, a leading provider of 3D game development solutions, today announced the release of a product integration between Fork Particle and Emergent's game development systems Gamebryo® and Gamebryo LightSpeed™.

Studios who license Fork Particle and Gamebryo LightSpeed will have access to the Fork Particle Visual Effects Tool & SDK cross platform solution, which streamlines the particle effects production pipeline and enables real-time simulation of effects in-game. This latest comprehensive product integration release includes integration components for LightSpeed's ToolBench, run-time engine, and live updates.

"Fork Particle raises the bar for particle effects technology in video games," said Katie Morgan, Vice President of Sales & Marketing at Emergent. "Developers who license Fork Particle with Gamebryo or LightSpeed can now utilize additional rapid content development tools for spectacular particle effects, an essential component to leading real time graphics."

Artists enjoy reduced iteration time and instant feedback while creating particle effects. The user-friendly authoring tool interface enables artists to forego programming considerations and focus their creative energies on developing high quality special effects, immediately enhancing the graphic quality of their product.

Founder and CEO of Fork Particle, Inc., Noor Khawaja, expressed his commitment to LightSpeed users: "LightSpeed is an incredibly powerful and flexible development engine and we enjoyed working with the Emergent team on this integration. We expect that LightSpeed users will find this integration with Fork Particle a powerful key addition to the production of amazing particle effects."

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

About Fork Particle

Fork Particle is the leading tools and technology company that provides the most advanced real time particle effects simulation technology and authoring solution to video game and visual simulation developers. The Fork Particle solution streamlines particle effects production and enables developers to create next generation visual effects to enhance the graphics quality of their products. The Fork Particle technology is licensed by Microsoft, Transmission Games, Slippgate, Turbine, and other major game developers. For more information please visit our website www.forkparticle.com.

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