

Contact(s): Geomerics
Alison Beasley
Lincoln Beasley PR
+44 (0) 1608 645756
Alison@lincolnbeasley.co.uk

Nicola Kirby
Little Brown Dog for Epic Games
+44 (1372) 818 776
Kirby@littlebrowndoggy.com

***GEOMERICS JOINS THE UNREAL® ENGINE 3
INTEGRATED PARTNERS PROGRAM
'Enlighten' to be integrated with Unreal Engine 3***

CAMBRIDGE, UK– February 07, 2007 – Geomerics is today proud to announce that they have joined Epic Games' Integrated Partners Program for Unreal® Engine 3. Enlighten will now be fully integrated into Unreal Engine 3 and will be available for licensing directly from Geomerics.

Epic Games has established the Integrated Partners Program (IPP) for the purposes of having a formal business relationship with selected companies making cross-platform technologies which integrate with, and are complementary to, Unreal® Engine 3. Under the IPP program Epic provides continuous Unreal Engine 3 source code access and full technical support to IPP members. Companies who join the IPP agree to provide a high level of technical support for UE3 licensees through Epic's established support channels, keep their implementations up-to-date with the latest UE3 versions, and work with Epic on potential promotional and co-marketing efforts. The IPP program will make it easier for Unreal Engine 3 licensees to incorporate 3rd party middleware solutions from IPP vendors into their games.

"We are very excited to be integrating our Enlighten technology into Unreal Engine 3" said Julian Davis, CTO of Geomerics. "The combination of our cutting edge lighting middleware and the powerhouse that is Unreal Engine 3 will be a fantastic thing for all game developers."

"It is great to have Geomerics on board for the Integrated Partners Program." said Mark Rein, Vice President, Epic Games, Inc. "We look forward to seeing how their customers take advantage of the integration between their lighting technology and Unreal® Engine 3".

About Unreal Engine 3

The award-winning Unreal Engine is known for cutting-edge graphics and a best-of-breed toolset. Unreal Engine 3 is expected to maintain 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. Epic's Unreal Engine 3 is the current holder, and three times consecutive winner, of Game Developer magazine's Frontline for Best Game Engine. Additional information on Unreal Engine can be found at www.unrealtechnology.com.

About Enlighten

Enlighten brings realistic global illumination to this generation of games consoles. It allows for physically-based realistic lighting with dynamic lights in real time. For more information of how Enlighten can revolutionise the look of your game, visit www.geomerics.com/enlighten

About Geomerics

Geomerics is focused on bringing a range of new solutions to the games industry based on their recent developments

in the field of geometric algebra. Applications for this technology include lighting, physics, animation, surface modelling and path finding. They are based in Cambridge, UK. More information can be found at www.geomerics.com

About Epic Games

Epic Games, Inc., based in Cary, NC and established in 1991, develops cutting-edge games and game engine technology for PC and console. The company has created multiple million-selling, award-winning titles in their Unreal® series and their latest game, Gears of War®, broke sales records on Xbox 360 selling more than 3 million copies worldwide in the first ten weeks and awarded overall Game of the Year for 2006 by multiple media outlets including Gamespot and Gamepro. Epic is also responsible for the Unreal Engine, which is the underlying technology for a wide range of games including, Console Game of the Year winner, "Tom Clancy's Splinter Cell (tm)" by Ubi Soft; PC Gamer's Game of the Year, "Deus Ex" from EIDOS; "America's Army: Special Forces," by the United States Army, and "Harry Potter and the Sorcerer's Stone" (PC) by Electronic Arts. 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 Games was also awarded Studio of the Year at the 2006 Spike TV Video Game Awards and Developer of the Year by Official Xbox Magazine. Additional information about Epic can be obtained through Epic's Web site at <http://www.epicgames.com>.