

PRESS RELEASE

FOR IMMEDIATE RELEASE

EGOSOFT Teams Up With Streamline Studios

Streamline helps bring the reality of X3 to life

Amsterdam, The Netherlands, December 13, 2005 – Streamline Studios, a global leader in creative and engineering outsource services for the video games industry, is proud to announce its involvement with Egosoft's upcoming title X3 Reunion. "Egosoft has long created the most intriguing in-depth space genre games. With X3 Reunion, gamers will see a new level of graphical detail that's quite astonishing," enthused Stefan Baier, Executive Producer for Streamline Studios.

For X3 Reunion, Streamline created several graphical assets that are heavily featured throughout the game. By utilizing its established next-generation pipeline, Streamline was able to provide Egosoft with high quality assets that accommodated the short production schedule. "An incredibly tight design and production schedule was just one of the huge challenges facing us in making X3 Reunion" commented Egosoft CEO Bernd Lehahn. "Thanks to the key contributions from Streamline we were able to meet our deadline with no loss to visual quality"

Streamline Studios continues to provide its high-end services to the video games industry and will be attending Game Connection in Lyon this December. Please contact Jeane Wong, jeane_wong@sbcglobal.net, to setup a meeting. For more information, please visit www.streamline-studios.com.

About Streamline Studios

Streamline Studios was founded in 2001, as a creative and engineering outsource provider for the film, television and video game industry. Since its inception, Streamline Studios has become a leading outsourcer in the video game industry, and has serviced several high profile clients and franchises including: Electronic Arts James Bond: 007 Nightfire, Epic Games' Unreal Tournament, and Red Storm Entertainments Ghost Recon 2. Through the provisioning of its services, Streamline Studios has developed a reputation as a premier full-service design studio that is capable of providing creative vision, and the necessary expertise to ensure a smooth production pipeline.

About X3 Reunion

With X³: Reunion Egosoft has listened very well to the community and included lots of ideas generated by this very community. New features include foremost a whole new plot, better than previously seen in a X-game, cool, exiting, new missions, an option to barter with NPC's, many, many hidden objects and ships to discover and claim for your own, station complexes to build, NPCs to compete against and lots more. This makes for a whole new interactive and challenging universe, which has arisen to levels not seen before. With all these new options, and I speak from experience, players will forget time and find themselves playing in the early hours. The TRADE, FIGHT, BUILD, THINK really comes to justice in this fantastic open-ended space simulation. Trade your way to mogul status, fight till everyone fears you and build to make sure you have a steady income. But most of all: think, before you are bankrupt. X³ makes clear that space simulation games are here to stay!

About Egosoft

EGOSOFT, founded in 1990, is one of the oldest game development companies from Germany. Its team of industry veterans and dedicated game enthusiasts entered the international stage with the widely acclaimed X-Beyond the Frontier space simulation game in 1999. EGOSOFT is now exclusively dedicated to setting new standards in the space game genre and constantly improves the level of freedom in the X Universe. For more information on EGOSOFT and its products visit <http://www.egosoft.com>

For European/International Inquiries:

Sabina Dirks

sdirks@streamline-studios.com

+31 (0) 206 848 505 EXT 150

For North America Inquiries:

Jeane Wong

jeane_wong@sbcglobal.net

415-531-0407