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STREAMLINE STUDIOS SELECTED TO PROVIDE DIGITAL CONTENT SOLUTIONS FOR EPIC GAMES' UNREAL TOURNAMENT 3

FOR IMMEDIATE RELEASE

AMSTERDAM, Netherlands – February 20, 2007 – Streamline Studios, an independent developer and leading provider of digital content solutions, announced today that it will be creating 3D content service solutions for the upcoming *Unreal® Tournament 3* franchise from Epic Games for next-generation consoles and PC.

“Epic’s ability to create games of AAA quality is unrivaled, making them a perfect partner for Streamline Studios digital content services,” said Alexander Fernandez, CEO of Streamline Studios. “*Unreal Tournament 3* will be the fifth next-generation title we’ve worked on, and we’re excited to apply that learning as we push forward the boundaries of high resolution digital art.”

“Streamline Studios is one of our key external providers of digital content for Epic. We’re pleased with the great content they’ve provided for games such as *Gears of War* and the *Unreal Tournament* series,” said Mark Rein, Vice President, Epic Games, Inc.

Streamline enters its fifth year of business as an established global player in digital content creation. Where other companies create assets, Streamline delivers complete service solutions that provide not only game-ready digital content but also an evolutionary development process and content pipeline augmented by experienced staff with world-class knowledge and ability. Highly specialized and developed, Streamline solutions add value by providing access to seasoned professionals supported by best-in-class infrastructure and process.

For more information on Streamline Studios, please visit www.streamline-studios.com.

ABOUT STREAMLINE STUDIOS

Streamline Studios is an independent developer and leading provider of digital content service solutions for the interactive entertainment industry. Along with creating its own IP such as *HoopWorld*, Streamline develops and implements full-service, end-to-end solutions to common issues faced by next-gen game developers worldwide. Since its founding in 2001, Streamline Studios has become a leading content creator in the videogame industry while providing service solutions for high-profile partners and franchises including *Gears of War* from Epic Games, THQ’s *Saints Row*, *James Bond 007: NightFire™* from Electronic Arts, and Red Storm Entertainment’s *Ghost Recon 2*. The studio also offers full-service music and sound services for games and other entertainment projects with Streamline Sound. For more information on Streamline Studios, visit www.streamline-studios.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, Gamepro and the Academy of Interactive Arts and Sciences. 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 Ion Storm/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>.

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