

GRIN and Streamline Studios Announce Strategic Agreement to Provide Consistent, High-Quality Game Development Capacity

Partnership Gives Both Companies Greater Flexibility and Production Pipeline Stability

STOCKHOLM, Sweden – August 19, 2008 – GRIN AB, Scandinavia’s most sought-after developers of console and PC games, and Streamline Studios, the leading Dutch development studio for high-quality digital content creation, today announced that they have formalized a strategic agreement that will allow both companies to achieve greater flexibility and game development capacity for AAA titles.

“Streamline is a proven studio that has been through the publisher diligence process, and understands the expectations of AAA games having delivered on titles including *Gears of War*, *Battlefield 2142* and *Saints Row*,” said Bo Andersson, founder and CEO of GRIN AB. “The goal is to consistently provide superior quality games that deliver fun, memorable experiences and we want to ensure that the publishers we work with are always getting our best product. Our relationship with Streamline provide us with the ability to further stabilize our production pipeline while raising our capacity to that of a 350 person studio.”

“GRIN has an amazing reputation for being one of the top studios in the world, and the opportunity to formalize our relationship and work even more closely together made perfect sense,” said Alexander L. Fernandez, co-founder and CEO of Streamline Studios, B.V. “From the beginning of our first project together, we knew there was a definite synergy between our companies. Both companies have extremely talented teams, excellent reputations for quality, and the ability to deliver on top properties, but it’s also a matter of personality, drive and attitude and we match incredibly well on all of these points.”

Streamline has already begun augmenting GRIN’s development capacities in art, design, and programming. Under the agreement, Streamline will provide GRIN with the ability to operate an additional team by providing ongoing, and spot resources for projects in the GRIN pipeline. Further process integration is expected to occur as the companies grow the relationship and look to maximize development efficiencies.

About GRIN

GRIN was founded in 1997 by brothers Bo and Ulf Andersson with the goal of developing games that take advantage of the very latest in technology. GRIN’s first title, *Ballistics*, was among the first games to ever ship using pixel shader technology– it sold nearly two million units and was also developed into an Arcade Machine. The next GRIN title was *Bandits– Phoenix Rising* for the PC.

GRIN’s latest titles include *Tom Clancy’s Ghost Recon Advanced Warfighter 1* and *2* for PC, and *Bionic Commando Rearmed* for Xbox Live, Playstation Network and PC. GRIN is currently developing *Bionic Commando* (Xbox 360, Playstation 3, PC) and *Wanted* (Xbox 360, Playstation 3, PC). Today, GRIN has 250 employees and is headquartered in Stockholm, Sweden. GRIN also has offices in Barcelona, Spain, Jakarta, Indonesia and Gothenburg, Sweden. www.grin.se

About Streamline Studios

Founded in 2001, Streamline Studios is the leading Dutch development studio focused on high-quality digital content creation for games. Streamline Studios has become the go-to studio for companies that want to remove production risks from the equation of creating big budget franchises. The studio has provided service solutions for high-profile partners and franchises including *Gears of War* and *Unreal Tournament 3* from Epic Games, THQ's *Saints Row*, *James Bond 007: NightFire* from Electronic Arts, and Red Storm Entertainment's *Ghost Recon 2*. Streamline also offers full-service music and sound services for games and other entertainment projects through Streamline Sound. For more information on Streamline Studios, please visit www.streamline-studios.com.

Streamline Studios is trademark or registered trademark of Streamline Studios B.V. All other trademarks are the property of their respective owners.

###

CONTACTS:

For GRIN
Gunnar Johansson
+46 8 20 30 95
gunnar.johansson@grin.se

For Streamline Studios
IDEA
+1 415 299 2156
streamline@ide-agency.com