



PRESS RELEASE

GRiN and Streamline Studios Complete Their First Art Pipeline Collaboration for Terminator Salvation

First Major Collaboration Under New GRiN/Streamline Studios Partnership To Ensure AAA Quality is Successfully Completed

STOCKHOLM, Sweden and AMSTERDAM – April 23, 2009 – GRiN AB, Scandinavia’s most sought-after developers of console and PC games, and Streamline Studios, the leading development studio for high-quality digital content creation, today announced that they have completed their joint development of the art environment for the upcoming game, Terminator Salvation, for Warner Bros. and Halcyon. The game is the first title that GRiN and Streamline Studios have collaborated on since the two companies announced a formal partnership last August. The dedicated Streamline Studios team will move on to another co-production project with GRiN as the companies extend their working relationship.

“Terminator Salvation is coming together very well and we’re confident we’re delivering a game that redefines the Terminator franchise,” said Bo Andersson, founder and CEO of GRiN AB. “We couldn't have made this game as immersive or hit the quality level with any other partner than Streamline Studios. Terminator is our first major collaboration with Streamline Studios and they really put their hearts into this production, which is why we absolutely recommend them to anyone looking to create high-end content today. What’s left is for GRiN is to polish the last levels, gameplay and submit the game and then, the END begins.”

“Co-production of whole art pipelines is the future, and working with GRiN on Terminator Salvation was our next step to evolve as a company,” said Alexander L. Fernandez, co-founder and CEO of Streamline Studios, B.V. “After seeing our work in some of the biggest titles of all time, we see a changing landscape for game and asset production and we know our alignment with GRiN is a testament to the quality both of our companies deliver. The partnership has given everyone involved a lot of flexibility and the best of all resources to deliver a Terminator game that is truly going to be huge.”

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 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 and Wanted Weapons of Fate (Xbox 360®, PLAYSTATION®3, PC). GRiN is currently developing Bionic Commando (Xbox 360®, PLAYSTATION®3, PC). Today, GRiN has 260 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 International production 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 from Epic Games, THQ's Saints Row, James Bond for Electronic Arts, and Red Storm Entertainment's Ghost Recon. Streamline Studios also owns and operates Streamline Records, a music label dedicated to original soundtracks and audio productions for games that appeal to the mass-market audience. For more information on Streamline Studios, or Streamline Records, please visit www.streamline-studios.com.

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