Jacques Gaubil
Kynogon Inc.
jacques.gaubil@kynogon.com
+1 514 667 0871
www.kynogon.com

Kynogon Joins Epic's Integrated Partners Program (IPP) for Unreal® Engine 3.

Paris/France, Westwood/Massachusetts – November 2, 2006 – Kynogon, leader in A.I. middleware solutions for the gaming and serious gaming industries, announced today that it has joined Epic Games' Integrated Partners Program (IPP) for Unreal® Engine 3. Kynapse, Kynogon's A.I. middleware solution, is today already fully integrated with the Unreal Engine 3 and is available for licensing directly from Kynogon.

In addition to the runtime integration that allows Kynapse to take control of Non Player Characters, Kynogon has developed a transparent integration into Unreal Editor. Customers can automatically generate Kynapse 3D pathfinding and 3D topological data from within the Unreal Engine 3 interface and have these assets embedded into Unreal packages. They can also configure Kynapse directly in the UnrealEd and call Kynapse behaviors through Unreal script latent functions.

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 pleased that Kynogon has come on-board with the Integrated Partners Program," declared Mark Rein, Vice President, Epic Games, Inc. "Unreal Engine 3 licensees who choose to license Kynapse should be pleased that the integration effort is already done and Kynogon can provide direct UE3-related tech support."

"We have customers who are using both Kynapse and Unreal concurrently. This is an important step in our effort to support them," remarked Pierre Pontevia, CEO of Kynogon. "Kynogon's participation in the Integrated Partners Program will significantly enhance our customers' experience: it will help them make the most of both packages."

About Kynogon
Kynogon develops and markets A.I. software for real-time behaviour simulation. Kynogon's technology is used by the world's leading game developers (Electronic Arts, SEGA, Atari, Lionhead, Real Time Worlds, ...) as well as industry leaders (EADS, British Aerospace, …) Kynogon is offering Kynapse, a unique A.I. engine. With Kynapse, Non Player Characters can move around in any 3D dynamic world, understand their environment, hide, communicate, cooperate, drive vehicles, etc. Kynogon has offices in North America and Europe. For more information, please visit www.kynogon.com.

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.

At E3 2006 due to the enormous success of Bioshock, Mass Effect and Gears of War, Unreal Engine 3 games scooped overall 'Best in Show' Awards from Gamespy, Gamespot, Voodoo Extreme. These games and the others also scooped the top awards, and most runner up places in each of their individual genre categories given by these panels and also those given by IGN, 1Up and GameTrailers. Unreal Engine 3 also is the winner of the 'Best Game Engine' award in both the 2005 and 2006 Game Developer 'Frontline Awards'.

Additional information on Unreal Engine can be obtained at www.unrealtechnology.com

About Epic Games
Epic Games Inc., based in Raleigh, NC and established in 1991, is a developer of cutting-edge computer and video games. The company is best known as the creator of hit PC 3D action games Unreal and Unreal Tournament, both award-winning blockbuster hits having each sold more than one million copies. Epic is also responsible for the Unreal Engine, which is the underlying technology for a wide range of games including, 2002 Console Game of the Year winner, Tom Clancy's Splinter Cell ™ from Ubi Soft; PC Gamer's 2000 Game of the Year, Deus Ex from Ion Storm/Eidos; America's Army: Special Forces , from the United States Army, and Harry Potter and the Sorcerer's Stone (PC) from Electronic Arts. Additional information can be obtained through Epic's Web site at www.epicgames.com