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Lionhead Studios to use Kynapse in Fable 2

Paris, France - 16th May, 2006 - Kynogon, the leading developer of AI middleware solutions, has announced today that Lionhead Studios have licensed Kynapse for use in Fable 2, the much anticipated sequel to one of the highest selling Xbox titles of all time. Fable 2 will be released on the Xbox360 platform.

Lionhead, developers of award winning titles including Fable, Black and White and The Movies, have a long tradition of providing gamers with innovative gameplay with highly interactive characters and environments.

"After a detailed evaluation of the technology, we found that Kynapse provided the necessary levels of performance, robustness and support that we require for a next generation title," said Tim Rance, Chief Technology Officer for Lionhead Studios. "The tools and functionalities provided within Kynapse allowed us to concentrate on key elements within the gameplay. In particular, the ability to support large numbers of characters and large environments reliably on next gen platforms was a major factor in our decision".

"We are delighted to be working with Lionhead on their latest project", said Pierre Pontevia, CEO for Kynogon. "Lionhead Studios has a strong reputation for the quality of the AI within games such as Black and White and Fable, and has won several industry awards for their implementation of AI. Kynogon is very proud to become part of their team."

About Lionhead Studios

Lionhead Studios is based in Guildford, Great Britain, and was founded in 1997. The studio's first game, "Black & White" for PC, was released in 2001, and worldwide sales of it have topped 2 million copies. Its second game, "Fable" for Xbox, has also sold more than 2 million copies worldwide, and the numbers continue to climb, making it one of the top-selling Xbox titles of all time. Three further titles Fable: The Lost Chapters, Black & White 2 and The Movies, were all released on PC in Fall 2005. For more information about Lionhead Studios, visit <http://www.lionhead.com>.

About Kynogon

Kynogon develops and markets A.I. software for real-time behavior simulation. Kynogon's technology is used by the world's leading game developers (Electronic Arts, Atari, Real Time Worlds, Pyro Studios, Majesco, ...) as well as industry leaders (EADS, British Aerospace, ...) Kynogon has 6 years experience providing AI production solutions for the games industry, working with our clients from preproduction to gold master. The company's latest offering is 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. For more information please visit www.kynogon.com.