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Auran's *Fury* to Feature SpeedTree®RT

COLUMBIA, SC – SpeedTree®RT has been licensed for *Fury*, a game by Auran that will blend elements from MMO (massively multiplayer online) and FPS (first person shooter) genres.

"Great game play is not enough to make a hit game these days," said Paul Whipp, *Fury*'s Producer. "The eye candy has to stand out from the crowd too and that is where Speed Tree has been a big help. Now we can have the best possible visuals in Fury while devoting all our attention to what we do best: developing great gameplay and content."

Fury, unveiled in pre-alpha form for the first time at the Electronic Entertainment Expo (E3) in Los Angeles in May 2006, has already garnered awards, declared the most surprising game of E3 and receiving honorable mention for best graphics at the show.

Auran expects *Fury* to break new ground among MMO titles, said Mr. Whipp, combining the best elements of traditional MMOs – combat, advancement, character development and teamwork – with the best elements of an FPS – instant action, fast pacing and diverse game types. The game's release is expected in 2007.

Auran was founded in 1995 and employs over 60 people at its offices in Brisbane, Australia, and Gutenberg, Sweden. Auran is Australia's most successful game developer and has won numerous technology awards. Auran's staff have worked on titles including: *Asheron's Call 1 & 2*, *Star Wars Galaxies*, *Ultima Online*, *Mythica*, *Middle Earth Online*, *Need for Speed Underground*, *Magic and Mayhem* and many more. Auran rose to prominence after developing the hit strategy game *Dark Reign* in 1997 and since that time has developed a world leading train simulator franchise, *Trainz*, and two versions of its proprietary game development engine. For more information about Auran and *Fury*, visit www.unleashthefury.com and www.auran.com.

SpeedTreeRT, winner of the 2005 Front Line Award for middleware, delivers highly realistic trees and plants, with adjustable wind effects, user-configurable and seamless LOD transitions, and an included library of more than 1,000 tree, plant and marine models representing 200 species. SpeedTreeRT includes SpeedTreeCAD, a Windows application used to create and edit animated trees in real-time. More information is available at www.speedtree.com.

Interactive Data Visualization, Inc. (IDV), develops software products with a focus on real-time three dimensional applications for the game development, visual simulation, engineering visualization, and animation industries. IDV, a privately held corporation, was founded in 1999 in Columbia, South Carolina. For more information about IDV, visit www.idvinc.com.

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