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MÄK TECHNOLOGIES TACTICAL TRAINER CHOSEN FOR UZBEKISTAN AND THE UKRAINE

Marks First International Sale of a MÄK Tactical Trainer

ITEC, AMSTERDAM, The Netherlands, April 26, 2005 – MÄK Technologies, the world's leading supplier of distributed simulation software, announced today that MÄK's *Battle Command* trainer has been purchased for training at six sites in Uzbekistan and the Ukraine. The trainer, a derivative of that used by the U.S. Army, helps ground combat commanders develop warfighting skills by allowing them to plan, fight, and review the battle. The trainer was chosen in part because it is easily reconfigurable for any country, language, force structure, doctrine, tactics, battlefield and scenario. The contract was awarded by Alion Science and Technology as a project of the Modeling and Simulation Information and Analysis Center (MSIAC) International Programs under a Foreign Military Sale (FMS) case managed by PEO STRI.

"In Uzbekistan and the Ukraine, like in so many other countries, there is the need for an intermediate level simulation that is easy to use, provides a high level of functionality, uses a robust database and a country's actual digital terrain, and has a very small sustainment requirement," said Harry Thompson, Vice President for Program Management for Alion Science and Technology and MSIAC Country manager for Uzbekistan and Ukraine. "*Battle Command* meets that need and provides the flexibility to address other requirements from small group academic instruction to small unit training to peace support operations (PSO). MÄK's *Battle Command* intermediate level simulation fills the gap between PC-based games and traditional military high-resolution simulations, while still allowing the user to conduct training as in normal high-resolution exercises. We are excited about its fielding

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in Uzbekistan and the Ukraine since *Battle Command* is the perfect tool to add to our Janus and JCATS simulation capabilities, enabling large numbers of soldiers and students to have access to simulation in their everyday tasks in a manner they could not have done in the past."

Battle Command is deployed on PCs or laptops in a Windows environment. With many nations having limited resources to support large simulation systems, an affordable, easily managed, desktop training simulation is vital. The cost-effectiveness of *Battle Command* makes it a viable training solution, filling the niche between learning in the classroom and live, labor and cost intensive wargames.

"We're delighted that out of all the wargaming systems our customers could have chosen to fulfill their identified training gap, enhance the level of training and education, and be able to sustain their operations with minimal outside support, they chose *Battle Command*," said Warren Katz, MÄK's chief operating officer, "This is a continued indication that the wargaming industry is migrating towards lightweight, PC-based intermediate level simulation solutions that the warfighter can use by themselves, in lieu of heavier systems that require a large support staff. We believe this approach is the beginning of having a realistic simulation capability available to the user anytime, at any level of usage and when needed on a daily basis."

MÄK's military tactical trainers provide an affordable, low-overhead, PC-based solution for staff and tactics training. MÄK trainers allow students to explore current and future combat operations, practice tactical decision-making and better understand the impact of logistics support on tactical operations. Students are immersed in realistic wartime scenarios, giving them the opportunity to plan, fight, and evaluate decision-making skills. Students can operate in a solo mode fighting against the computer or networking across a

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group of other workstations in the same area or over the internet to provide realistic small group or unit instruction and training.

Training exercises conducted using these low-cost trainers serve as an effective preparatory method to maximize live training experience in the field. MÄK trainers are used to enhance and augment the effectiveness of traditional command and staff training. After completing a conventional lesson, students can practice battle planning then jump into an interactive simulation of the battle, applying their knowledge in an engaging, practical exercise. An After-Action-Review component allows instructors to review and critique a student's performance.

About MÄK Technologies

MÄK Technologies develops software to link, simulate and visualize the virtual world. We create tools and toolkits for distributed simulations, develop PC-based military tactical trainers, craft custom solutions, and research and develop the latest simulation technologies. We build commercial off-the-shelf simulation software that is flexible, portable and supported. Whether you choose our best-selling networking toolkit, VR-Link or our computer generated forces toolkit, VR-Forces, you have purchased a product backed by the industry's leading distributed simulation experts. Our worldwide customers include ITT Industries, Boeing, Lockheed Martin, Raytheon, Tenix, Dassault and BAE. Please call 617.876.8085 or visit www.mak.com for more information.

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