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**MÄK TECHNOLOGIES INTEGRATES HLA NETWORKING  
INTEROPERABILITY IN EPIC GAMES' UNREAL ENGINE  
MÄK VR-Forces CGF Toolkit and Commercial Game Engine Successfully  
Interact Via HLA in DARWARS Demonstration**

I/ITSEC, ORLANDO, Fla., December 1, 2003 – MÄK Technologies, the world's leading supplier of distributed simulation software, successfully integrated their best-selling VR-Link networking toolkit into Epic Games' Unreal Engine toolkit for game developers. This integration allows the Unreal Engine to interoperate with the High Level Architecture (HLA) compliant simulations and trainers. Under DARPA's Training Superiority Program (DARWARS) contract, MÄK demonstrated VR-Forces computer generated forces toolkit interacting via HLA with the Unreal Engine Server. The integration was part of a larger DARWARS demonstration. The MÄK team integrated five existing PC-based trainers and games via HLA into one training exercise. Integration of such disparate systems, which were originally stand-alone trainers and games, is a unique achievement. MÄK will repeat the Unreal Engine demonstration at I/ITSEC (Booth #1313).

"Unreal has enjoyed widespread use throughout the military, as a testbed for Artificial Intelligence research, and as the underlying engine behind the US Army's successful game *America's Army*," said Warren Katz, MÄK's chief operating officer. "This integration shows the promise of unleashing great value in existing Unreal intellectual property for Defense Department use, as well as providing a new platform for low-cost, HLA compliant simulation development. Under our DARWARS effort, this success demonstrates MÄK's new business model

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approach for developing large, complex online simulation systems from a market of existing commercial products."

"This is a new and exciting marketplace for our technology," said Jay Wilbur, Epic Games' vice-president of business development. "Game developers have been using our technology and tools to bring cutting-edge, multi-user simulations of all kinds to market. With the help of companies like MÄK Technologies and the integration of their VR-LINK software we expect to see the similar growth and success in the military simulation marketplace."

The Unreal Engine was originally created for Epic's 3D first-person Unreal computer game and has been updated to provide programmers with a complete toolkit solution for software development -- from design and Artificial Intelligence (AI) to texture mapping and networking. Many programmers and artists both inside and outside of the gaming industry use the Unreal Engine.

MÄK is one of two architectural DARWARS contract award winners. The MÄK team includes Stottler Henke Associates, Inc., Sonalysts Inc., and Klein Associates. DARPA Training Superiority Program (DARWARS) will provide a continuous, on-demand, universal, persistent, intelligent training environment to improve training performance and reduce the cost and time to develop training. With DARWARS, service members will be able to perform engaging, cognitive training anytime, anywhere using the Internet.

**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-

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winning blockbuster hits having each sold more than 1 million units each. Epic is also well known as creator of the Unreal Engine which it has licensed to several major game developers. To date over 10,000,000 games have been sold that utilized Epic's Unreal Engine technology and the number is growing steadily each year. Prior to their 3D success, Epic Games was well known for the hit shareware games Jill of the Jungle, Jazz Jackrabbit and Epic Pinball. Additional information can be obtained through Epic's Web site at [www.epicgames.com](http://www.epicgames.com).

**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](http://www.mak.com) for more information.

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