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**MÄK TECHNOLOGIES RELEASES DIS/HLA GAME-LINK**  
**MÄK Game-Link Allows Games Developed with the Unreal**  
**Engine to Interoperate with HLA or DIS Simulations**

I/ITSEC, ORLANDO, Fla., December 6, 2004 – MÄK Technologies, the world's leading supplier of distributed simulation software, announced the release of MÄK DIS/HLA Game-Link. MÄK Game-Link allows training games developed using Epic Games' Unreal Engine toolkit for game developers to interoperate with High Level Architecture (HLA) or Distributed Interactive Simulation (DIS) compliant simulations and trainers. The module opens interoperability between a world of stovepipe games, like *America's Army*, and HLA or DIS simulations, for broader, richer training. Based on MÄK's leading networking toolkit VR-Link, the module leverages the company's expertise in DIS and the HLA.

Developers can integrate MÄK Game-Link into any game, preexisting or new, developed using Unreal Engine. The module is an extension of the Unreal Engine, making it easier to communicate with the engine and avoiding the need for a detailed understanding of DIS/HLA complexities.

"This interoperability module, funded by the DARPA DARWARS program, enables this state-of-the-art game engine to interoperate with larger DoD distributed simulation systems", says Warren Katz, MÄK's chief operating officer. "Many DoD programs have been experimenting with the game engine for training applications and analysis, but have been unable to deploy their work with predominant DoD simulations. Now they can."

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"This is a new and exciting marketplace for our technology," said Jay Wilbur, Epic Games' vice-president of business development. "The MÄK Game-Link module bridges the gap between video game technology and DoD simulations and trainers, expanding the possibilities for both."

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. It's best known defense application is as the underlying engine behind the US Army's successful game *America's Army*.

**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 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).

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**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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