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FOR IMMEDIATE RELEASE

Trinigy backs Nordic and unveils Nitro deal

Leading Nordic game conference sponsored by Trinigy and private company meeting loft on-site – Unveiling of “Cutthroat” deal with Finland-based Nitro Games

Eningen/Germany, May 12th, 2009: Trinigy, an industry leading 3D Game Engine provider with numerous licensees and offices in Germany and Austin/TX, today announced a sponsorship arrangement with Nordic Game Conference, taking place in Malmö/Sweden from May 19-20.

While actively sponsoring and supporting the renowned Nordic Game Conference, Trinigy will also host a private meeting loft at Nordic conference centre (“Kivik” room) where it welcomes developers and publishers for private presentations of its very latest Vision Engine 7.5 behind closed doors. Interested companies should contact Trinigy in advance at nordic@trinigy.net or schedule at meeting through Nordic’s online meeting booking system.

Furthermore, the company today unveiled a multi-platform license deal with Finland-based development studio Nitro Games. In the scope of the agreement, Nitro has been granted the rights to utilize Trinigy’s Vision Game Engine for the development of “Cutthroat” for PC and Next-Gen Consoles.

“We are delighted to welcome Nitro Games, one of Finland’s largest and most successful game development studios, in the circle of Vision licensees” said Richard Radmacher, Director International Sales at Trinigy. “Cutthroat is a truly exciting multi-platform title that will excel in terms of both visuals and game-play.”

“After a thorough evaluation of major game engines, we clearly opted for Trinigy’s Vision Engine”, explained Jussi Tähtinen, CEO at Nitro Games Ltd. “The main reasons for our decision were the Vision Engine’s high cross-platform performance, its mature tools set, and Trinigy’s responsive and very competent support.”

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About Trinigy

Trinigy is an independent company focusing on the development of advanced 3D graphics technology with its headquarters based in Southern Germany and offices in Austin, TX (USA). In the field of 3D game engines, Trinigy is one of the world's leading companies. Trinigy's Vision Game Engine 7 is one of the world's most advanced technologies for AAA to online distributed productions. Currently in use in 100+ commercial game productions all over the world, by well-known companies such as Ubisoft, Firefly, Take 2, Neowiz, Dreamcatcher, and others, the Vision Game Engine has proven its versatility for use in a multitude of game genres, including real-time strategy, racing, first person shooters, role-playing games and massively multiplayer online (MMO) games. Vision Game Engine 7 is available and optimized for PC (DX9, DX10), Xbox360™, PLAYSTATION®3, Nintendo Wii™, XBLA™, PSN™ and WiiWare™. For more information about the Trinigy Vision Engine, please visit: www.trinigy.net.

About Nitro Games

Nitro Games Ltd. is a Finnish game developer that produces high quality video games for worldwide distribution. Since its founding in 2007 the company has grown rapidly and become one of the largest game development studios in Finland. Nitro Games is part of the Nitro group that employs 120 professionals in four countries. The company focuses on creating interesting titles with strong intellectual property values. Our offices are located in Kotka and Helsinki, in Finland. Our internal team is comprised of skilled professionals who know what it takes to make a game that is fun to play and easy to sell. We also use some of the best outsourcing partners in the industry. For more information please visit www.nitrogames.com