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FOR IMMEDIATE RELEASE

Trinigy Expands North American Operations

Trinigy sharpens its focus on North American video game market, and appoints experienced middleware executive to head up sales

AUSTIN, TX, – May 27th, 2009 – Trinigy, an industry leading 3D game engine provider with over 100 licensees and offices in Germany and Austin, TX, announced today the expansion of its North American operations as a result of increased demand for its Vision game engine in the US and Canadian video game markets.

Trinigy, which in the past month has signed deals with JoWood Productions, Spellbound Entertainment, Nitro Games and MunkyFun, has experienced enormous interest and a number of commitments from developers and publishers in North America. To meet the growing demand for its technology, Trinigy has moved to larger offices in Austin, TX to accommodate the increase in necessary engineering, support and sales staff.

Trinigy has also appointed David Ripka as director of sales and business development for North America. Ripka is a veteran sales and middleware executive with extensive experience in the games industry. Before joining Trinigy, Ripka served as sales executive at two other middleware companies: Emergent Game Technologies and Criterion.

“As a person actively involved in advocating and growing the middleware market for almost a decade, I am excited to join the Trinigy team,” said Ripka. “Developer and publisher needs are evolving and I believe Trinigy’s Vision Engine is the best technology to support that evolution. Its expansive and mature toolset, modular architecture, and efficient workflow environment give teams the creative freedom to iterate faster, quickly test new ideas and develop exceptional games in a multitude of genres.”

“David’s expertise will help manage the growth of the Vision Engine in our North American operations,” said Daniel J. Conradie, president & CEO at Trinigy US. “His extensive experience in the middleware market as well as his work at Fortune 500 companies, such as Dell and Apple Computer, make David the ideal person to ensure our customers have the very best experience with our company and our technology.”

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 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 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 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.