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FOR IMMEDIATE RELEASE

Trinigy announces Entertainment Stimulus Package

Trinigy offers Entertainment Stimulus Package (ESP) to qualifying game developers to back the industry in the current economic times

Austin, TX/USA, February 19th, 2009: Trinigy, an independent company and leading supplier of 3D game development engines, today publicly announced its Entertainment Stimulus Package (ESP) program which will be made available to qualifying professional game developers.

In the recent tough economic times many experienced game developers have been regrouping and starting new game companies. The ESP program aims to help these developers achieve their goals. Developers have a very limited time-frame to prove themselves and catch the attention of a big publisher. Using cutting-edge and robust multi-platform technology means developers can benefit from years of development and focus on building and pitching their game.

The Vision 7.5 SDK is usually available for a free 30 day evaluation. Under the ESP program, promising developers will be given access to the latest Vision 7.5 engine for a period of 3 months to help them build a prototype and secure a publishing deal.

Vision Engine 7.5 is available for PC (DX9, DX10), Playstation®3, Xbox360™, Wii™ and is also an ideal solution for developers looking at online distribution.

A limited number of teams will be selected and several high-profile crews have already qualified for the ESP program. Interested teams can contact Trinigy or meet in person at GDC (North Hall, #6422) for more information.

“With all the economic issues going on right now, we felt that it is time to close ranks and pro-actively back game developers.” says Daniel J. Conradie, President & CEO at Trinigy US. “Thus, we took the initiative and initiated ESP. We’ve received overwhelming responses from veteran teams and we are glad to make ESP publicly available now”.

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About Trinigy

Trinigy is an independent company focusing on the development of advanced 3D graphics technology with its offices in Germany and Austin, TX (USA). In the field of 3D Game Engines, Trinigy is one of the world's leading companies.

The Vision Game Engine is one of the world's most advanced technologies for professional game development and has proven its versatility and reliability in a multitude of commercial game productions all over the world. Veteran game companies like Ubisoft, Firefly, Take 2, Dreamcatcher and Neowiz use Vision for developing their games. These games include Real-Time Strategy titles, MMOs, Racing Games, First-Person Shooters, RPGs and Adventures, ranging from Downloadable/Value Games to AAA titles. Vision Engine 7 is currently available for PC, Xbox360™, XBLA™, PLAYSTATION®3, PSN™, Nintendo Wii™ and WiiWare™.

For more information please visit www.trinigy.net .

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