

For Immediate Release

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Ascaron Entertainment utilizes Kynapse to create “Sacred 2”

Paris, France – September 27, 2005 – Kynogon, the leading supplier of A.I. middleware solutions, confirmed today that **Kynapse** is being used by Ascaron Entertainment to develop the sequel to the internationally successful action-based RPG, *Sacred*.

The critically acclaimed *Sacred* has received extensive praise, and is the winner of the prestigious “Best Role Playing Game 2004” PC GAMER award. In May 2005 Ascaron announced that it had started the development of *Sacred 2*.

“Kynapse was integrated into our game quickly and smoothly. We can now focus entirely on the high level behavior of our creatures, since Kynapse handles all our pathing and low level behavior out-of-the-box.” said Kay Struve, Technical Director at Ascaron Entertainment.

Pierre Pontevia, Kynogon CEO explains, “We are very proud to participate in the development of a AAA title like *Sacred 2*. We look forward to addressing the specific needs of Ascaron so that they deliver a great game and exceed the expectations of their world wide fans.”

Ascaron also demonstrates that Kynapse is a truly multi-genre technology. As an example, Kynogon complete 3D pathfinding solutions meet the action-adventure, FPS, RPG and RTS / strategy game requirements. It handles very large maps with lots of NPCs via a unique 3D hierarchical pathfinding compatible with streaming mechanisms and next generation console architectures. Kynapse technology takes into account path computation constraints such as furtiveness as well as dynamic evolutions of the terrain. Furthermore, an automatic data generator significantly accelerates production and avoids manual processing.

About Ascaron Entertainment

Ascaron Entertainment GmbH is one of the pioneers in the development of computer games. It is also one of the leading developers of computer games in Germany and it has been prominent in the sales charts for more than a decade with titles such as Patrician, ANSTOSS, Vermeer, Port Royale and SACRED. Ascaron is headquartered in Gütersloh and it maintains a development studio in Aachen (Germany) as well as an international department in Birmingham (UK). Currently, Ascaron markets its products in more than 30 countries. In 2004, the overall sales volume including proprietary brand franchises significantly exceeded one million units. For further information about Ascaron Entertainment GmbH, please visit <http://www.ascaron.com>

About Kynogon

Kynogon is the world leading A.I. technology supplier for real-time behavior simulation. Kynogon’s technology is used by world’s leading game developers (Electronic Arts, Atari, Real Time World, Ascaron, Majesco, ...) as well as industry leaders (EADS, British Aerospace, ...) After providing RenderWare A.I., Kynogon is now offering Kynapse, a unique A.I. engine. With Kynapse, Non Player Characters can move around in any 3D dynamic world, understand their environment, hide, communicate, cooperate, drive vehicles, etc. For more information please visit www.kynogon.com.

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