

For Immediate Release

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Kynogon announces Kynapse for “PSP™” (PlayStation®Portable)

Paris, France – September 7, 2005 - Kynogon, announces that **Kynapse** SDK is now available for the “PSP™” (PlayStation®Portable) handheld entertainment system from Sony Computer Entertainment Inc. Game title developers are now able to access all Kynapse functionalities and tools to empower Non Player Characters with advanced behaviors such as 3D pathfinding, dynamic 3D topology analysis, team coordination mechanisms, etc.

«“PSP™” is very exciting for Kynogon, it is the first time Kynogon offers access to its technology for a handheld device. I am confident that *Kynapse* will enable “PSP™” game title developers to develop advanced behaviors that were, so far, available only on consoles.»

Pierre Pontevia, Kynogon CEO

About Kynogon

Kynogon is the world leading A.I. technology supplier for real-time behavior simulation. 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. Kynapse is also a robust, innovative solution with high performances that ensures high quality and creative results as well as it reduces development risks. Kynogon is based in Paris, France, for more information please visit www.kynogon.com

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