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Icarus Studios to Support AGEIA PhysX Processor in Upcoming MMO *Fallen Earth*

Developer of groundbreaking game engine chooses AGEIA PhysX technology

MOUNTAIN VIEW, Calif. – October 11, 2005 – AGEIA™ Technologies, Inc., the pioneer in hardware-accelerated physics for games, today announced that Icarus Studios is supporting the AGEIA PhysX™ processor in its upcoming massively multiplayer online (MMO) game *Fallen Earth*. The post-apocalyptic game takes place in a world struggling to emerge from the collapse of civilization brought on by war, plague and environmental disaster.

The first offering from Icarus Studios, *Fallen Earth* is already attracting attention in the industry for its breakthroughs in user interactivity, such as the ability to alter the terrain in real time. The game also offers innovations such as lip sync and eye movements, as well as game play that will respond to sounds as well as player actions.

“Icarus Studios has revolutionized online 3D game engine technologies based solely on our own in-house innovations, but when it comes to physics, we turned to AGEIA for the world’s best physics engine,” said Jim Hettinger, CEO of Icarus Studios. “PC gamers with the AGEIA PhysX processor will experience the online universe of *Fallen Earth* with breathtaking immersion and interactivity.”

The AGEIA PhysX processor will be coming soon to PC gamers on a 128MB PCI add-in card. The AGEIA PhysX SDK is also available for next-generation game consoles, ushering in a new era of physics capabilities in cross-platform games.

“Innovators such as Icarus Studios keep the game industry moving forward, and we’re gratified that they’ve chosen AGEIA PhysX technology as part of their no-compromise approach to game realism,” said Kathy Schoback, vice president of content acquisition at AGEIA. “Icarus Studios is exploring the full potential of online gaming with their unique game engine, and players with the AGEIA PhysX processor will experience that potential to the ultimate level.”

About Icarus Studios

Icarus Studios is the first company with the design, production and business experience to create and operate massive multi-user entertainment applications for computers, game consoles, and mobile phones. The company produces and deploys cross-platform enabling technology to deliver a fully connected, immersive entertainment experience, regardless of location or device. For more information visit www.icarusstudios.com or see our upcoming game at www.fallenearth.com. *Fallen Earth* was developed on the Icarus Studio’s MMOG Technology Platform.

About AGEIA

AGEIA™ Technologies, Inc. is a fabless semiconductor company and the pioneer of hardware-accelerated physics for games. Its flagship product, the PhysX processor, is the world’s first dedicated physics processing unit – a completely new hardware category. The PhysX processor and supporting software deliver the processing horsepower to calculate real-time interactive worlds. Developers can define these worlds to obey the laws of classical physics, or create their own physical laws that make their game a unique, hyper-dimensional experience.

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