

PRESS RELEASE 03/2008

Codemasters® and RTT announce strategic technology alliance

Munich, April 14, 2008 – Codemasters, developer and publisher of award-winning video games, and Realtime Technology AG (RTT), a leading provider of 3D realtime rendering and visualisation technologies and services for the automobile, aviation and consumer goods industries, today announced a strategic partnership of technology and knowledge co-operation.

Under the partnership, Codemasters and RTT will share expertise in automobile modelling, rendering and realisation projects, such as RTT DeltaGen and RealTrace tools that enable car designers to render CAD models in realtime, and Codemasters' EGO Game Technology Engine, which drives the critically acclaimed racing games *Colin McRae: DiRT* and *Race Driver: GRID*.

"Both companies share common goals, including a passion for technology excellence and attention to detail and quality", said Bryan Marshall, chief technical officer, Codemasters. "These goals are demonstrated equally in such executions as the beauty of realtime ray-traced light clusters in RTT's DeltaGen software and the mesmerising race action and environmental detail in our own *Race Driver: GRID*. Any collaboration with RTT that delivers advantageous results for our development pipeline will be immensely valuable."

"We are really happy to enter this partnership with Codemasters", said Ludwig A. Fuchs, co-founder and member of the RTT AG Management Board. "The cooperation is of mutual interest and benefit. Together we can utilise synergies and push forward the boundaries of the 3D realtime visualisation market."

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Codemasters uses the High End Visualization software RTT DeltaGen for rendering the car models in its game *RACE Driver: GRID*.

About Codemasters

Codemasters is a leading developer and publisher of best-selling interactive entertainment products for a global audience across multiple gaming platforms and channels. Established in 1986, the company's dominant brands include Colin McRae DiRT, Overlord, Clive Barker's Jericho, Race Driver GRID and Operation Flashpoint. Codemasters is headquartered in Warwickshire UK, with North American operations based in Universal City, Calif. The company also maintains operations in Germany, France, Spain, Benelux and Malaysia. Codemasters receives over two million visitors to its web site every month, discover why at www.codemasters.com

Codemasters is renowned for its genre-leading racing titles, *Colin McRae: DiRT* and *Race Driver: GRID*. Both titles are powered by the EGO Game Technology Engine, a highly versatile middleware technology that can be used in the development of games across all genres and platforms. Its advanced graphics and physics technology brings an unmatched cinematic quality and realism to interactive entertainment.

The EGO Engine is also being deployed in the development of *Operation Flashpoint 2: Dragon Rising*, a modern conflict game that will simulate many real-world military vehicles and aircraft. Codemasters is the recipient of the UK Developer of the Year title from the 25th Golden Joystick Awards and, most recently, the EGO™ Engine was named Best Technology 2007 in the awards hosted by TIGA, the Independent Game Developers Association.

About RTT AG

Realtime Technology AG is a worldwide leading supplier of 3D real-time visualization technologies and services for industrial applications in the automotive, aircraft and consumer goods industries. The company supports its customers not only during the design and developing phases with regard to the virtual display of different product concepts (Virtual Prototyping), but also during the marketing and sales stages in presenting the products in all variants and with all additional options along a huge number of media: print, Internet, conventions, etc. (Virtual Marketing).

Among RTT's customers, one can find Adidas, Airbus, Applus Airon Technic, Audi, BASF, Bertrandt, BMW, Carbon Motors Corporation, Chrysler, Dai Nippon Printing (DNP), DaimlerChrysler, Dodge, EADS, EDAG, Fiat, Ford, General Motors, Holden, Honda, ICON Aircraft, Inovo Design, Italdesign Giugiaro, Iveco, Jeep, Lamborghini, Lexus, Magna Steyr, Maserati, Maybach, Mazda, Mercedes, Opel, PATAC, Porsche, PSA, Rolls-Royce, Samsung, Scania, Schüco, Serco, Skoda, Sony Ericsson, Steelcase, Suzuki, TERREX, Tesco, Thyssen Krupp, Toppan Printing, Toyota, UCHIDA YOKO, Volkswagen and Volvo.

The supplier of 3D real-time visualization solutions looks back on a remarkable development with average annual growth rates of 50 per cent over the last eight years. RTT currently employs about 285 people at ten locations. The company is based in Munich. Further offices are located in Los Angeles, Detroit, Seoul, Tokyo, Paris, Brussels, Milan, Stuttgart and Hamburg.

RTT is a public company traded on Open-Market Frankfurt, Xetra, Freiverkehr Stuttgart and Freiverkehr Berlin-Bremen: R1T, ISIN: DE0007012205. For further information, please refer to www.rtt.ag

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