

To whom it may concern,

Please find below the latest press release from Reachin Technologies and Paradox Interactive:

Reachin Technologies and Paradox Interactive continued collaboration

Penumbra: Requiem to release as HaptX® Edition

Stockholm, Sweden September 15, 2008 - Reachin Technologies and Paradox Interactive announced today an agreement to embed HaptX in the recently released game Penumbra: Requiem, the sequel to Penumbra: Black Plague promising further enhancement to the chilling atmosphere and player interaction with everything that the gamer experiences on the screen.

Like its predecessors, the first person horror adventure game Penumbra: Requiem is focused around story, suspense, immersion and puzzles. Requiem will tie together the previous Penumbra games and give the series its climactic resolution. Requiem picks up where Black Plague ended and sees Philip, the game's protagonist, falling deeper into madness which forces him to fight some inner demons as well as outer ones.

"Our collaboration with Paradox and Frictional Games continues in this expansion pack to Penumbra: Black Plague and we are thrilled to be able to provide yet another game to the Novint Falcon user community displaying our capabilities along with a revolutionary new gaming experience. The Penumbra series is a perfect fit for our technology and gives the user the means to physically interact and experience the game play in a radically more interesting way – I genuinely believe that we have put mystery adventure games back on the map of the most interesting games to play today", said Mats Lordin, CEO of Reachin Technologies.

"We've seen what the HaptX technology does to the Penumbra games, so continuing our relationship with Reachin has really been a no-brainer. We've been amazed at how the HaptX team has been able to take a great game play and improve it even further through its revolutionary game interaction with the Novint Falcon", said Fredrik Wester, Executive Vice President of Paradox Interactive.

The standard PC version of Penumbra: Requiem was released on August 27th. The HaptX Edition will be released early December and can be played with the Novint Falcon controller.

The Novint Falcon has won numerous awards worldwide including IGN's BEST OF E3: GEAR AWARD. The Falcon and the game Penumbra: Black plague received a 90% rating and "Recommended buy" in the June 2008 issue of the Swedish PC Gamer magazine

About HaptX® - www.haptx.com - HaptX is a state of the art Haptics Engine, which through specialized hardware such as the Novint Falcon (www.novint.com) enables gamers to physically feel their gameplay. With HaptX players can feel effects such as explosions, gravity, recoils from weapons as well as the details of individual objects such as surface textures, material characteristics and even weight. HaptX also provides the ability for the player to physically experience and interact with the game in genuine 3D, including the ability to touch and feel the top, bottom or the back side of objects within the game. HaptX integrates seamlessly with existing game and physics engines and presents a revolutionary new and exciting gaming experience.

About Penumbra: Requiem - <http://www.penumbrarequiem.com> - Penumbra: Requiem is an expansion for the horror game Penumbra: Black Plague and takes off where the last game ended. Requiem sees Philip, the game protagonist, falling deeper into madness and has to fight inner demons as well as outer ones. Requiem takes the player on a journey filled with psychological horror, tense atmosphere and unspeakable things constantly lurking in the darkness. The player will have to figure out what is real and what is not, the correct decision meaning the difference between life and death. Will you be able to help Philip find his way through this nightmare? Are you ready for the dark encounters that await?

About Reachin Technologies - Reachin Technologies has developed state-of-the-art haptic enabled tools and applications since its inception in 1997. The company, based in Stockholm, Sweden, has extensive experience within MediTech and advanced R&D world wide. The company's flagship product HaptX embeds 10 years of development and know-how into a product and technology now available for the consumer entertainment market. Reachin Technologies recently released the game Penumbra: Black Plague – HaptX Edition, presenting a revolutionary new gameplay of mysteries and puzzles made available to owners of the Novint Falcon through the Novint N VeNT portal.

About Paradox Interactive - <http://www.paradoxplaza.com/> - Paradox Interactive AB is a leading developer and publisher of interactive entertainment software. Founded in 1999 the company was created to bring the best games in history, strategy to challenge the intellectual.

About Frictional Games - <http://www.frictionalgames.com/> - Frictional Games is a Swedish game developer with focus on creating innovative titles using their own IP and technology. Founded in 2006, Frictional Games has so far released the games Penumbra: Overture and Penumbra: Black Plague, of which both has been praised for its creative use of physics and strong horror atmosphere.

For more information on HaptX please visit www.haptx.com or email via sales@haptx.com. Downloadable images and videos are available at: www.haptx.com/downloads/PenumbraRequiem.zip and <http://www.paradoxplaza.com/penumbra/>, For further enquiries on this press release and demos, please feel free to contact us at:

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