

Pressrelease from Reachin Technologies

HaptX Team Releases Penumbra: Requiem HaptX® Edition

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Penumbra: Requiem HaptX Edition is the highly anticipated expansion for Penumbra: Black Plague. Requiem continues on the previous Penumbra games and gives the series its resolution. In Penumbra: Requiem we follow Philip, the game's protagonist, on a journey where he falls deeper into madness which forces him to fight some inner demons as well as outer ones. Players will be taken on a tense journey filled with psychological horror and mind-boggling puzzles.

Telling what is real and what is not will be even harder in Penumbra: Requiem HaptX Edition than in the previous games in the series, and questioning your senses will be essential to survival. Your decisions could make the difference between life and death.

With the Falcon, you will be able to push, pull, lift and throw objects in a fully interactive 3D environment just like real life, allowing you to feel what Philip feels every step of the way. With hours of intense game play and revolutionary interactions, Penumbra: Requiem HaptX Edition sets a new standard for adventure game play with the Novint Falcon.

New features in HaptX Edition!:

- » Maximize the use and capabilities of the multi-awarded Falcon Controller
- » Feel the characteristics of objects including their surface details at pixel resolution
- » Interact in both 2D and 3D by physically push, pull, lift, stack and throw objects
- » Water and fluid effects
- » Touch and feel soft in-game objects
- » Force effects like magnets, electric shocks, anti-gravity, and much more

Penumbra: Requiem HaptX Edition is released in collaboration with Paradox Interactive and is scheduled for release on the 12th of December 2008.

About HaptX® - The HaptX development team has previously delivered critically acclaimed games like Penumbra: Overture HaptX Edition and Penumbra: Black Plague HaptX Edition. The resume also includes single- and multiplayer mods for Quake 4™, Crysis™, and Enemy Territory: Quake Wars™. The HaptX Team uses its state-of-the-art haptics engine HaptX to touch-enable games for the Novint Falcon. HaptX is a registered trademark of Reachin Technologies. For more information on HaptX, please visit www.haptx.com.

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.

About Novint Falcon - The Falcon www.novint.com game controller enables players to feel game actions, objects, environments and force feedback, unlike any controller on the

market. The Falcon line-up includes a wide range of casual, sports, and action games. Novint has partnered with leading entertainment software companies, like Electronic Arts (EA), Eidos, Codemasters, JoWooD, and Valve, to add touch technology to best-selling games including: Tiger Woods PGA Tour™ 08, Madden NFL 08, Need for Speed™: Pro Street, Battlefield 2™, Battlefield 2142™, and Tomb Raider: Legend, Kane & Lynch, Overlord™ Raising Hell, GRID™ and Hitman: Blood Money. For more information on Novint, please visit www.novint.com.