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NEWS RELEASE FOR IMMEDIATE RELEASE

3Dsolve Selected to Join *America's Army* Development Team

Simulation Learning Leader Contributes Serious Gaming Expertise and Proven Military Track Record

CARY, N.C. (September 20, 2006) — 3Dsolve Inc., The Simulation Learning Company, today announced that it has been selected to join the *America's Army* development team—more than a dozen government organizations and private software firms working together to create authentic military training and deployment simulation scenarios.

While *America's Army* is probably best known as the creator of one of the five most popular PC action games played online, with almost seven million registered users and over 2,000 game servers, it was initially built as a recruiting tool and originated in the U.S. Army's Office of Economic Manpower & Analysis. As the number of organizations that built applications on top of the *America's Army* platform grew, the Software Engineering Directorate at Redstone Arsenal, AL, was selected to manage the effort. Today the \$13 million platform boasts nearly 30 completed or in-progress projects to date and is managed by 60 full-time government employees and contractors at a variety of sites across the nation.

Members of the *America's Army* development team gain access to an extensive repository of training objects and articles, allowing them to build upon existing objects and accelerate the delivery of training applications. *America's Army* also provides partners with access to Unreal Engine 3, the complete game development framework for next-generation consoles and advanced PCs.

“3Dsolve brings together a unique combination of deep computer gaming experience, proven simulation learning expertise, and a solid understanding of how to work with military customers,” explained Chris Chambers, deputy director of the Army Game Office. “We expect them to make immediate contributions to the *America’s Army* program, and to help even more organizations take advantage of simulation learning solutions based on the *America’s Army* platform.”

3Dsolve is proud to be the only *America’s Army* team member with US Army Training and Doctrine Command validated, SCORM-compliant, Level 4 Interactive Multimedia Instruction experience, having successfully delivered e-learning solutions to a number of commands within the Army and other branches of the US military. As a member of the *America’s Army* development team, 3Dsolve can offer Department of Defense (DoD) and civilian federal agencies a streamlined approach to *America’s Army*-based opportunities and a simplified contractual process.

“We look forward to helping our government customers benefit from this new partnership and this outstanding training platform,” said Richard Boyd, chief executive officer of 3Dsolve. “We’re also excited about the opportunity to reach other organizations through the Army Game Office’s extensive network of partners and customers.”

About *America’s Army*

In 1999, US Army recruiting numbers hit their lowest point in 30 years. As a result, the US Congress approved aggressive and innovative military recruiting efforts. With a \$2.2 billion recruitment budget, the DoD set out to revamp the Army’s image. In addition to a new slogan and NASCAR racing team sponsorship, an Army Game Project was developed by the MOVES Institute at the Naval Postgraduate School. On 4 July 2002, the first version of *America’s Army* for the PC was released at a cost of \$7.5 million. Popularized by free distribution, free servers, and gameplay and quality compatible to leading commercial games, *America’s Army* quickly gained popularity. In addition to the PC version, there are now Xbox and PlayStation versions available. For more information and free game downloads, visit *America’s Army* online at <http://www.americasarmy.com>.

About 3Dsolve

3Dsolve, The Simulation Learning Company, creates collaborative simulation learning solutions for government, military, and corporate applications, a market estimated to reach \$37 billion by 2011. 3Dsolve’s simulation learning products use realistic, interactive 3D graphics, based upon industry standards, enabling users to learn by doing. In each of the last three years, 3Dsolve has been named as one of *Military Training Technology* magazine’s Top 100, the “companies that have made a significant impact in the military training industry,” with special awards for innovation and rising status in 2005. 3Dsolve’s headquarters are in Cary, North Carolina, near world-renowned Research Triangle Park. Visit 3Dsolve on the Web at <http://www.3dsolve.com>.

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