

Sierra Licenses WildTangent's Technology for SWATTM 3 Web site

WildTangent delivers state-of-the-art, interactive, 3D features in a Web page.

Redmond, WA, June 15, 2001 - Sierra On-Line has engaged in a broad-ranging technology license to use WildTangent's Web Driver™ technology to market and promote Sierra's family of PC and console entertainment products. Sierra On-Line used WildTangent's 3dsmax exporter to bring actual 3D character models, animation, and sound directly to the SWAT 3 Web site. The Web Driver adds a new dimension of interactivity never seen before on the Web. SWAT 3D game characters rappel down the front of the page and visitors to the site can interact with them through simple mouse controls- allowing the SWAT officer to fire his weapons or activate his flashlight. Visitors can also use the arrow keys to walk the SWAT officer around, reload the weapons and transition to a handgun. The first incarnation of the SWAT 3 interactive Web site launched today at <http://www.swat3.com>.

Sierra's award-winning SWAT 3 is the most authentic, tactical action PC game on the market. It immerses gamers in real world scenarios as they lead the elite LAPD SWAT team through crisis situations on the streets of Los Angeles. SWAT 3 is the first Sierra title showcasing WildTangent's technology.

"We are extremely pleased to have Sierra On-Line, Inc. an established, prestigious and award-winning gaming company as a strategic customer," said Alex St. John, CEO and co-founder of WildTangent. "Starting with the SWAT 3 interactive Web site, we hope this is the first of many projects for Sierra to integrate the broad range of WildTangent's Web Driver and development tools."

"Sierra sees tremendous value in WildTangent's technology to market and promote our state-of-the-art action, role-playing and strategy games," said Rod Fung, producer at Sierra On-Line. "WildTangent's technology enhances our abilities to integrate entertaining 3D content to our SWAT 3 Website."