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**Acquire Corp. to Feature SpeedTree® RT
In *Way of the Samurai 3* for PlayStation®3**

COLUMBIA, SC – Acquire Corp., the Japanese developer of the *Tenchu* and *Way of the Samurai* series, has licensed SpeedTree for a project being developed under the working title *Way of the Samurai 3*.

“SpeedTree allows us to create the most lifelike, photorealistic Japanese trees ever seen in a Samurai game,” said Takuma Endo, Acquire Corp. CEO.

The title will be published on PlayStation®3 by Spike Co., a Japanese publisher and developer of video games.

Acquire Corp. was established in the 1990s when its founders won a game design contest, and has gone on to release a number of popular, Asian-themed products for the PSP and PlayStation®2. Acquire’s most recent release was *Shinobido, Way of the Ninja*, released for PlayStation 2 throughout Europe earlier this year.

SpeedTreeRT, winner of the 2005 Front Line Award for middleware, delivers highly realistic trees and plants, with adjustable wind effects, user-configurable and seamless LOD transitions, and an included library of hundreds of tree, plant and marine models representing more than 170 core species. SpeedTreeRT includes SpeedTreeCAD, a Windows application used to create and edit animated trees in real-time.

Interactive Data Visualization, Inc. (IDV), develops software products with a focus on real-time three dimensional applications for the game development, visual simulation, engineering visualization, and animation industries. IDV, a privately held corporation, was founded in 1999 in Columbia, South Carolina. For more information about IDV, visit www.idvinc.com.

-30-

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