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The Multiverse Network Signs with SpeedTree® RT for Network Partnership, Game License

COLUMBIA, SC –SpeedTree® RT, announced today that it has licensed its technology that gives game developers the ability to quickly render high-quality trees and plants to The Multiverse Network, Inc. The Multiverse Network will integrate the SpeedTree technology with the company’s development platform for Massively Multiplayer Online Games (MMOGs) and other 3D virtual worlds, as well as into its flagship game *Kothuria: The World’s Edge*.

A limited, non-commercial version of SpeedTree that includes ten different types of trees will be offered for free to both independent and professional game developers who use the Multiverse Platform to make virtual worlds. Developers on the Multiverse Platform who wish to charge for their games, have the option to obtain a fully functional version of SpeedTree, delivered through the platform, which grants access to the complete SpeedTree library. This option requires a separate license with SpeedTree developer Interactive Data Visualization, Inc.¹

“Along with establishing the game world’s first end-to-end and truly cost-effective MMOG creation platform, our objective is also to make sure titles created on the Multiverse Platform meet next-generation graphical standards,” said Bill Turpin, co-founder, president and CEO, The Multiverse Network, Inc. “SpeedTree is driving a powerful improvement in virtual outdoor graphics and is an obvious choice for partnership.”

Multiverse has built a game on their platform, *Kothuria: The World’s Edge*. The game, currently in beta, offers a non-restrictive skill system and a highly-interactive world in which players’ actions can change many aspects of the game. The graphically sophisticated, SpeedTree-powered game takes place on a forgotten continent after angry gods destroy the known world.

The Multiverse Network, Inc. is creating a network of online video games and other 3D virtual worlds. Its unique technology platform will change the economics of virtual world development by empowering independent game developers to create high-quality, Massively Multiplayer Online Games (MMOGs) and non-game virtual worlds for less money and in less time than ever before. Multiverse solves the prohibitive challenge of game creation by providing developers with a comprehensive, pre-coded client-server infrastructure and tools, a wide range of free content – including a complete game for modification – and a built-in market of consumers. The Multiverse Network will give video game players a single program – the Multiverse Client – that lets them play all of the MMOGs and visit all of the non-game virtual worlds built on the Multiverse platform. For more information about the company, please visit www.multiverse.net.

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.

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