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Tesseracton Showcases Cybernet Systems' Massive Multi-player Gaming Engine At ENIGMACON 2004

Conference Attendees to Wage Online Naval Battles via Cybernet's Gaming Architecture in Tesseracton Games' Enigma: Rising Tide

Ann Arbor, MI, March 16, 2004 — Cybernet Systems Corporation, a research and development firm focused on advancing the state of human-machine interaction, today announced that its massive multi-player networking and simulation architecture – OpenSkies™ – has been incorporated into Tesseracton Games' Enigma: Rising Tide. Debuting at ENIGMACON 2004 in Eugene, Oregon on March 20, the multi-player game version powered by OpenSkies enables thousands of players to simultaneously pit their naval warfare skills against others in an online simulated environment.

“Cybernet's OpenSkies platform provides our audiences with a more challenging experience requiring a higher level of strategic thinking,” noted Kelly Asay, president of Tesseracton Games. “Since player actions steer the evolution of the story in Enigma: Rising Tide, hosting thousands of participants at any given time guarantees that each unfolding scenario will be fresh and exciting.”

OpenSkies' high-level architecture (HLA) is IEEE 1516 compliant for use in both military simulations and massive multi-player gaming environments. It was adapted for large, seamlessly scalable massive multi-player gaming from technology Cybernet originally developed for U.S. military flight training exercises. With minimal redundancy, it uses a distributed network server system to deliver real-time data requests across the Internet backbone. As a result, OpenSkies offers game developers a high-performance, low cost solution for easily implementing the MMPG architecture into online games and simulations.

“We know that consumers are seeking more challenging gaming elements, and OpenSkies is the first to deliver an architecture that gives online players an infinite number of opponents,” said Charles J. Cohen, Ph.D., vice president of Cybernet Systems.

For more information on Enigma: Rising Tide and ENIGMACON 2004, please visit www.tesseractgames.com or www.warfleet.net.

About OpenSkies

Cybernet's OpenSkies architecture delivers real-time intelligent routing across a distributed network server system. Game clients connect to distributed servers that direct real-time data requests across the backbone, minimizing redundancy. Sophisticated culling rules further lower the bandwidth load by 25 to 90 percent. The result is a high-performance, low cost solution for easily implementing a multi-player architecture into online games and simulations.

About Cybernet Systems

Cybernet Systems Corp. is a rapidly growing technology-based company focused on developing products that combine software and Internet intelligence with human-machine interaction. Currently, the company is innovating in the areas of Internet medical systems, large-scale distributed network training and gaming and gesture control interface technology. Additional information on Cybernet Systems is available on the web at www.cybernet.com.

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