
Terminal Reality's Infernal Engine Shows Amazing Growth in 2009

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December 10, 2009 - LEWISVILLE, TX –[Terminal Reality](#) today announced that since the launch of the Infernal Engine in February 2009, the Texas-based company now has more than a dozen licensees with 20+ games currently in development across all platforms. To this end Terminal Reality is pleased to announce partnerships with several new licensees: Trine Games, Zen Technologies, and A.C.R.O.N.Y.M. Games.

Headquartered in Mumbai, India, Trine Games develops titles for the Sony Playstation 2, Playstation portable, Playstation 3, Nintendo Wii, Nintendo DS, and iPhone. Trine Games is known for creating the Gothic and Guild 2 series. "We switched to Infernal Engine from an existing popular middleware and were struggling to cope with the numerous bugs and lack of support the old provider had. Our transition was smooth and the toolset, along with Terminal Reality's incredible support, made it an instant hit inside the studio. We are using it for our next-generation platform as well as Wii," said Sangam Gupta, CEO of Trine Games.

Based in Andhra Pradesh, India, Zen Technologies uses the Infernal Engine to create state-of-the-art training simulators for military institutions. "We chose Infernal Engine because it allows us to have massive destruction; it has uncompromising physics, an outstanding particle system, seamless interior/exterior scenarios, and it's very easy to learn its scripting language and we love their best in class support. One more outstanding feature is that it is truly a cross platform engine which allows us to develop for any console or PC available in the market today," said Rajjat Ojha, GM (Gaming and Project Management) for Zen Technologies.

Vancouver, Canada based A.C.R.O.N.Y.M. Games will use the Infernal Engine to develop top-notch multi-platform titles. "A.C.R.O.N.Y.M. is delighted to be using TRI's Infernal Engine for our next project. It is part of a great story: we worked with Red Fly on Ghostbusters for the Wii which uses Infernal, then used the tech to develop our own IP. Now we're working with a top tier publisher on an unannounced title by demonstrating great capability using Infernal as a foundation and rapid prototyping tool," said Joe Bonar, CEO of A.C.R.O.N.Y.M. Games. "In a challenging year for the games industry, Infernal Engine's growth shows the strength of our technology," said Joe Kreiner, VP of Sales and Marketing at Terminal Reality. "Additionally, these new licensees are testament to the versatility of the Infernal Engine. From the Nintendo Wii and the Xbox 360, to the PS3 and the PSP, developers interested in making top-notch games will be hard-pressed to find a better development platform than the Infernal Engine. Our success will continue in 2010, I can't wait to announce the titles currently in development."

The Infernal Engine easily scales between systems whether developing for the Playstation 3, the Nintendo Wii, PC, as well as Xbox360 and Playstation Portable. In addition to being a top notch development platform, the Infernal Engine comes with best in class support and a streamlined content pipeline to maximize productivity.

Terminal Reality will be showing the Infernal Engine to interested developers and publishers at the Game Connection in Lyon in December, as well as the DICE Conference in February of 2010. Companies interested in licensing the Infernal Engine can visit www.infernalengine.com or email enginesales@terminalreality.com for more information.

About Terminal Reality

Terminal Reality, Inc. (TRI) founded by lead programmer/CEO Mark Randel in 1994, is an independent industry veteran. With a focus on technology and tools, TRI has shipped more than 30 titles, with more than 80 SKUs. Using the technology behind the highly anticipated Ghostbusters: The Video Game, Terminal Reality spawns the next wave in game development: The Infernal Engine.