

Press Release:

Bohemia Interactive announces VBS2 Personal Weapons Simulation (PWS) with Lasershot Inc.

Australia – 6th October 2007

Bohemia Interactive -- a global simulation software developer noted for innovative and industry-leading solutions -- is pleased to announce a major new training capability made in partnership with Laser Shot Incorporated.

The Bohemia Interactive and Laser Shot partnership has yielded the Personal Weapon Simulation (PWS) version of the Virtual Battlespace 2 (VBS2) software. The PWS version is specifically tailored for realistic weapons training simulations. Whether employed for individual or small unit tactical simulations with weapons, or integrated in Live-Virtual-Constructive exercises, PWS is the world's newest and most versatile weapon training tool. PWS will be sold exclusively through Laser Shot.

PWS provides VBS2 environments with precise laser and live-fire hit detection, multiple shooter hit detection, camera field-of-view vehicle attachments, After Action Review integration, and much more. The VBS2 desktop version has already established a strong reputation as the world's most fully interactive, commercial-off-the-shelf (COTS), three-dimensional training and mission rehearsal software tool. Based on its flexibility and ease of use, Enterprise-level VBS2 usage has already been instituted by the U.S. Army Special Forces Command, the U.S. Marine Corps, and the Armed Forces of the United Kingdom, Australia, and New Zealand.

"We are delighted to enter what we see as a very synergistic relationship with Laser Shot," said Bohemia Interactive Australia CEO, David Lagettie. "Marrying the very best simulation software and hardware on the market for both commercial and military applications, we believe that our cooperation has great potential."

Said Laser Shot President and CEO Paige Manard: "VBS2 provides an unrivaled, highly tailorable addition to Laser Shot's line up of laser-based and live-fire training platforms. I am very pleased to be partnered with Bohemia Interactive. We intend to leverage this partnership, and create new relationships with other weapon simulation companies, to provide the best possible training platforms for our military customers.

BIA Company Profile

Bohemia Interactive was founded in 1999 as an independent game development company, with studios in the Czech Republic and Australia. The Australian studio is solely focused on military applications of the software engine. For more information about BIA's product range, visit <http://www.vbs2.com> or contact us at sales@vbs2.com

LaserShot Company Profile

Since, 1999 Laser Shot has grown to become a major provider of force option simulators to Military and Law Enforcement clients with an installed base of over 1000 simulators. Some of the world's premier Law Enforcement Agencies including FLETC, the FBI, the U.S. Military, the London Metropolitan Police, and the National Nuclear Security Administration have chosen Laser Shot. The product is easy to use, easy to set up, reliable, cost effective, and designed with input from those who use it. Laser Shot prides itself in 100% customer satisfaction. <http://www.lasershot-military.com/>