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**FOR IMMEDIATE RELEASE:**

**August 3, 2009**

## **TransLumen Technologies Enters On-Line Mobile Video Game Industry**

**(Chicago, IL)** –TransLumen Technologies, LLC and Entertaining Games, Inc. announce the international launch of their first video game joint venture – the UAV Fighter. Available on Apple’s iPhone and iPod touch products, the UAV Fighter simulates the operation of unmanned aerial vehicles (UAVs) in a variety of military missions.

TransLumen is a defense/homeland security industry contractor that also serves the visual media market. Entertaining Games is a full-service video game development studio. Both companies were founded in 2000 and are based in the Chicago area.

With the proliferation of Apple Apps, UAV Fighter was designed to capitalize on TransLumen’s “real world” acumen in the defense industry. Player skills become more honed over time, allowing the use of infrared, cloaking, lasers, Surface to Air Missiles (SAMs), cannon and a myriad of other tools to engage various enemy threats. Choose one of the available weapon’s platforms and the player can experience some of the issues facing UAV operators today. The UAV Fighter is a blend of fact, fiction, and entertainment.



According to TransLumen’s Founder and Chief Technology Officer, Doug Siefken, “the UAV Fighter addresses issues surrounding limited screen size and light weight devices. The UAV Fighter also has a simple version of our v-INDICATOR™ applying our patented technology\*, a product initially developed via work for the Office of Naval Research and Department of Homeland Security”. TransLumen’s President, Carol Sherman added, “The consumer version of the UAV Fighter interface is so realistic, we expect to build a model for adoption by the military. The planned version will be for simulation, training, mission rehearsal and networked field based control.”

The UAV Fighter was developed by Siefken and Entertaining Games’ President, Pierre Maloka. Maloka said, “...the game is very versatile. It can be enjoyed by novice and experienced gamers who can play at the Trainee, Rookie, Master or Ace levels.”

According to Sherman, “the UAV Fighter is just the beginning for TransLumen in the video gaming market. Over the next 18 months, we plan to develop a series under the Mil-Spec Games umbrella.”

A demo of the UAV Fighter is available at either [www.youtube.com](http://www.youtube.com) or [www.flickr.com](http://www.flickr.com) . The game is available on the Apple iTunes App Store. A presentation for UAV Fighter will be shown at Chicago’s Apple Store second floor theater on 679 North Michigan Avenue for September 23<sup>rd</sup>, 2009 at 7 PM. Look for details on <http://www.apple.com/retail/northmichiganavenue> to confirm details before this date.

\*Patent # 6,433,839 and Patent #6,580,466