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**ACI awarded a \$2.3MM dismounted infantry simulation contract  
with the Hawaii Army National Guard**

**ACI announces a new groundbreaking wireless simulation  
hardware platform: TrainAsYouFight™**

*Orlando, Florida - January 2011* - ACI, an industry leading provider of virtual reality immersive group simulation solutions for government and military applications, announces the award of a \$2.3MM contract for acquisition of 10 TrainAsYouFight™ simulation systems by the Hawaii Army National Guard.

ACI is the prime contractor in the third delivery of this growing pilot program that represents a \$4.5MM investment to date. This program has successfully trained over one thousand soldiers at the 13-station facility at The 29th Infantry Brigade Combat Team Headquarters at Kalaeloa, Hawaii. ACI is a HUBZone designated small business with products listed on the GSA Schedule.

ACI's pilot installation of the Immersive Group Simulation system in 2008 marked the first time a state National Guard unit employed dismounted infantry simulation powered by gaming technology as an integrated feature of the training curriculum. ACI's Chief Executive Officer, Laurent Scallie, added "We are excited and honored to have the opportunity to continue preparing the Hawaii Guard's soldiers for the battlefield. I am confident this acquisition will further that goal with the best infantry simulation technology available today."

ACI's TrainAsYouFight™ technology represents a groundbreaking departure from previous generations of dismounted infantry platforms combining a number of innovations in weapon instrumentation, wireless helmet-mounted displays and portable optical tracking technology.

TrainAsYouFight™ employs revolutionary 60Ghz WirelessHD video technology to remove man-worn computers and electronic harnesses from the trainee. Traveling at less than one millisecond latency and secured by 128-bit encryption, ACI's WirelessHD video enables utility of faster and cheaper commercial off the shelf CPUs powering the best graphics cards on the market. Upgrades are therefore available to the customer at a fraction of the cost compared to custom proprietary CPUs.

To accurately track the movement of trainees and support hand and arms signals, ACI's TrainAsYouFight™ uses a portable optical tracking platform with a 15 minute setup that maximizes positive training through accurate muscle memory and more natural, realistic weapon aiming. ACI's Instrumented Weapon Skins™ enable the use of any service weapon, saving money on customized simulation weapons and allowing preservation of full mechanical functionality during training.

These features combine to enable the most accurate and realistic fully immersive virtual reality training experience possible.

ACI is also delivering the next generation installment of TakePoint™, ACI's simulation software powered by the Unreal Engine 3.0. TakePoint™ enables mounted and dismounted units to use create and edit realistic training scenarios based on real world conditions in a format that can be executed entirely by the end user and feature the most sophisticated AAR solution on the market. Finally, this award includes ACI's patent pending Engine Agnostic Interface™ (EAI) that allows TrainAsYouFight™ hardware and ACI's software simulation features and mission management tools to be used with any existing game engine, including VBS2, Crytek and Unreal3.

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