



[CURRENT CAPABILITIES]

mōsbē is currently available through licenses for the World Builder, Scenario Editor, and Viewer, as well as the model for mission planning and its associated 3D object and asset libraries.

Currently, mōsbē has applications within the military, and for any end-users looking for simulation capabilities in terrain generation and scenario authoring. Customers throughout the Department of Defense are using mōsbē to visualize future capabilities, experiment with new technologies, and demonstrate proof of concept.

- **Johns Hopkins Applied Physics Lab** is using mōsbē as their primary war game tool and analytic framework engine to visualize operational employment of new technologies
- **Rockwell Collins** has used mosbe to enable proof-of-concept for the Joint Terminal Control Training and Rehearsal System

- **SAIC** used mosbe to visualize advanced capabilities of the Future Combat System
- **DARPA IXO** used mosbe to demonstrate advanced sensor concepts and capabilities for their booth at DARPA Tech
- The **Institute for Defense Analyses** has used mosbe to help customers evaluate new sensor concepts of operations and operational deployment.

Other mōsbē customers include:

- U.S. Joint Forces Command
- U.S. Army War College
- Air Force Research Lab
- National Simulation Center at Fort Leavenworth
- Urban Resolve Current Operations

[FUTURE DEVELOPMENT]

BreakAway has technology developed from serious games development that can be integrated into the mōsbē platform as new models, content editors, and tools.

The next major release of mōsbē, delivering late 2008, will feature a model for training first-responders to coordinate a multi-agency emergency response to natural and manmade disasters, based on BreakAway's experience with Incident Commander, a training simulation in use in over 30,000 communities nationwide.

Models BreakAway is investigating for future development include:

- Political, Military, Economic, Social, Infrastructure and Information Modeling (PMESII)
- Mass Medical Incident Model
- Logistics Capabilities
- Information Modeling

Tools for future development include the underlying components of Pulse!!, a virtual clinical learning lab for medical professionals:

- Curriculum Editors
- Case Editors
- Environment Generators for Interiors
- Physiology Model for the human body

Put the power to create custom simulations in your hands. And do it anytime, anywhere, **FROM A STANDARD DESKTOP COMPUTER.**

BreakAway, Ltd. is a leading developer of entertainment games and game-based technology products. We use gaming as a medium for creating entertainment experiences, but also as the inspiration for developing tools that provide virtual world solutions to real-world problems. By applying game technology to everyday situations, BreakAway is changing the way people explore ideas, make decisions, teach and learn, and live their lives.

Founded in 1998 in Hunt Valley, Maryland, BreakAway has ten years of experience in serving dual markets for game products. With a client list that includes Electronic Arts, Microsoft, the Department of Defense, FDIC, and the National Institute for Justice, BreakAway has emerged as the top serious games company through its simulation products. A three-time Deloitte and Touche Technology Fast 50 winner, BreakAway employs over 100 people in its Hunt Valley, MD headquarters and at its Corpus Christi, TX and Suffolk, VA offices.



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PRODUCT OVERVIEW

[DESKTOP DEVELOPMENT STUDIO BUILT FROM GAME TECHNOLOGY]

mōsbē™ the modeling and simulation builder for everyone from BreakAway, puts the power to create custom simulations in your hands.

Based on expertise derived from ten years of experience creating commercial entertainment games and building military, first-responder, and medical simulations, mōsbē provides end-users the freedom to build worlds, create scenarios, and assess new capabilities in a fully interactive 2D/3D environment.

mōsbē contains a set of tools and simulation models that put a complete simulation toolkit on the desktop. It enables users to develop, design, and deploy custom simulations to experiment with new concepts or technologies, visualize future capabilities, develop proofs of concept, and create instructional training scenarios for users in the field.

mōsbē enables you to achieve results rapidly and affordably – and do it on your own, on a standard PC.

[A SUITE OF POWERFUL TOOLS]

SIMULATION DEVELOPMENT TOOLS

- **World Builder™** Create geo-specific 3D worlds from real world data
- **Scenario Editor™** Script custom scenarios through a drag-and-drop interface
- **Entity Libraries** 3D art objects and assets to accompany simulation models and use in constructing scenarios and populating worlds

SIMULATION MODELS

- Currently Available: Model for Mission Planning
- *Coming 2008*: Incident Command Model for Emergency Response

DESKTOP VIEWER™

- The end-user interface for using mōsbē simulations
- Supports up to 16 players over LAN with hundreds of simultaneous observers
- AAR capability for all players
- White Cell Commander capability for observers

PLUG-IN ARCHITECTURE

- Federates with other models to create integrated training systems
- Supports API gateways to other systems and databases

The mōsbē platform contains a suite of development tools based on game technology that make it easy to develop simulations for training, analysis, planning, and visualization.

[A SIMULATION TOOL FOR LEADERS]

Traditional simulation tools are complex, costly, and difficult to deploy downstream for tactical training. Game technology is already tackling training challenges, but mostly at the individual learner level, with products built on the “first-person shooter” perspective. But first-person shooters don’t train leaders.

mōsbē provides a high fidelity, low overhead simulation environment that helps leaders rapidly create and test

concepts – and quickly and easily modify and refine them – before deploying them to trainees or developing requirements for a traditional simulation model.

mōsbē is geared to the operational level view, emphasizing strategy, procedure, and protocol over technique, tactic, and individual skill.

[FAST, LOW COST, AND EASY TO DEPLOY]

mōsbē’s tools and intuitive drag-and-drop user interface allow you to rapidly generate virtual worlds from real-world datasets and create engaging scenarios with the help of a ready-to-use library of 3d art objects and assets.

Because mōsbē installs on a standard video-game PC and requires no special equipment or dedicated server to run, you can begin experimenting right away. Plus, concepts you generate in mōsbē can be easily deployed to individual players through the mōsbē desktop simulation viewer, which brings your concept to life with the graphic fidelity and immersive engagement of a video game.

[FLEXIBLE AND CUSTOMIZABLE]

An open architecture platform enables extensive customization options and the modularity to integrate with other systems and products. Import real-world data to build environments, manage scenario elements, and simulate complex and dynamic conditions with accuracy and high visual fidelity.

All worlds, scenarios, and assets created in mōsbē can be reused as often as needed, shared between multiple scenarios in mōsbē, and even shared with other existing simulation tools and products via programmatic interface.

