

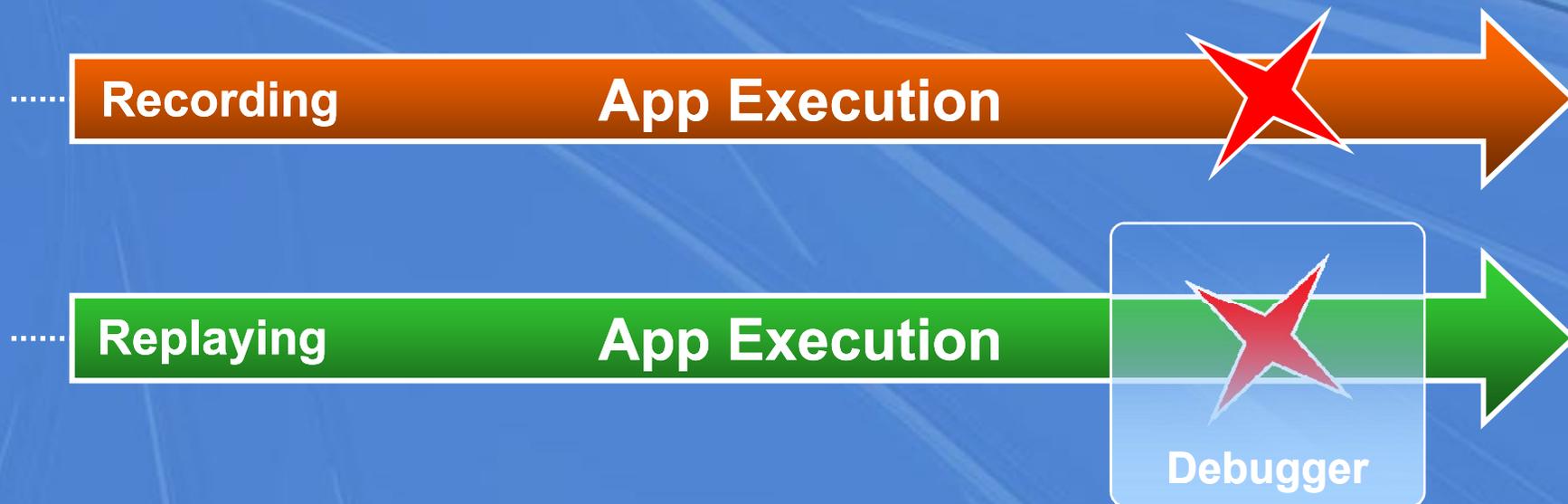


# Replay Solutions

- **Founded 2003**
- **Based in Silicon Valley, Redwood City, CA**
- **Supported by key investors**
- **Partners: Microsoft, NVIDIA, Electronic Arts**



# Capture and replay bugs ...each and every time with ReplayDIRECTOR



- Source-code level recording system
- Record & Replay code execution
- Minimal performance impact

# Replay Solutions

- Revolutionary technology
- Easy to use solution
- Packaged recording can be replayed anywhere
- Works with your debugging tool



“...you really recognize the value of [Replay] when you're in **crunch**... we were able to get the turn-around time down from days, to **minutes**.



John Chowanec, Lead Producer, Eidos

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REPLAY SOLUTIONS