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Epic Games, one of the world's leading developers of cutting-edge computer and video games and the pioneer of the award-winning Unreal® Engine, today announced that its Unreal Engine 3 technology and tools will be used in games developed by and published by Microsoft Game Studios.

Earlier this year, Epic became an official licensed tool and middleware provider for the next generation Xbox® platform, and its partnership with Microsoft Game Studios further demonstrates its commitment to meet the challenges of developing for next generation hardware, and to deliver tools and technology that empower the development and publishing communities to efficiently deliver high quality, unique content.

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[Microsoft Gaming](#)

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