

Metrowerks Teams with Terraplay to Facilitate Creation of Online Games

Metrowerks Plans to Provide Test, Support, and Consulting Services to Terraplay's Platform Customers

London, UK – October 15, 2003 – Developers creating online games on the Terraplay platform now have access to a range of services from Metrowerks as a result of the most recent understanding between the two companies.

The collaborative effort calls for Metrowerks to provide game development, technical support and online game testing/tuning services at Metrowerks' test labs for Terraplay customers. The collaboration is expected to offer developers best-of-breed technology combined with high quality technical services that help to ensure a quality online experience for gamers.

The Terraplay System allows developers to create engaging and exciting real-time gaming services in both existing and future mobile and fixed networks. By providing comprehensive technical support, consultancy, test, and pre-Q/A services, Metrowerks will help developers quickly and efficiently bring high quality games to market.

"Metrowerks is a recognized leader in the field of game development tools and is now extending its services offering to support online gaming," said Paul Goode Metrowerks, EMEA Services Director. "Metrowerks' support for Terraplay's platform developers and publishers helps online titles to be taken from concept to finalized product in a quick and cost-effective manner".

"Terraplay Systems offers powerful technology across a range of networks and devices, resulting in high quality end products and a more enjoyable experience for the end user," said Jeremy Lewis, CEO, Terraplay. "Metrowerks has a long tradition of leadership in the game console and wireless gaming arenas, and this offering helps to ensure that developers can fully leverage Terraplay's technology en route to quickly creating successful products and an optimal entertainment experience for gamers."

Metrowerks offers leading tools and services for developers targeting the Sony PlayStation®2 and NINTENDO GAMECUBE™ platforms. The company's roster of customers includes the world's top console game publishers, and many of the best-selling console games in history were developed using the CodeWarrior™ tool suites. Metrowerks' game development technologies provide multi-console, multi-processor support for an increasingly complex industry. The company's technologies help game developers improve code quality, shorten development cycles and enhance productivity.

About Metrowerks

Metrowerks Corporation creates CodeWarrior software and hardware products and services for developers, with a particular focus on the following industries: consumer

electronics; transportation; wireless; and networking and communications. The CodeWarrior product line includes hardware and software development tools and middleware that enable customers to accelerate their time to market. Founded in 1985, Metrowerks is today an independently operating subsidiary of Motorola Inc. (NYSE:MOT). Metrowerks corporate headquarters are in Austin, Texas; Metrowerks Europe is headquartered in Basel, Switzerland; and Metrowerks Japan is headquartered in Tokyo. For more information, please visit <http://www.metrowerks.com/>.

About Terraplay Systems

Terraplay Systems develops carrier grade on-line gaming technology. The Terraplay solution enables network operators and publishers to provide multiplayer gaming services in fixed or mobile environments to a large number of users. For application- and game developers, Terraplay currently provides tools for Windows and PlayStation®2, and for all download enabled mobile devices, including mophun™, J2ME, Pocket PC, SmartPhone and Symbian OS. More information can be found at www.terraplay.com.

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