

# PRESS RELEASE

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# Gatespace and Gamefederation Cooperate to Deliver Online Gaming Platform

Gatespace Adds Support for Online Gaming to its OSGi Based Distributed Service Platform

Gothenburg, Sweden – April 24, 2001 – Gatespace, the leading supplier of OSGi based (Open Services Gateway Initiative) Distributed Service Platforms for network-based services, announced today that it has signed an agreement with Gamefederation, a Swedish supplier of distributed online gaming platforms. The non-exclusive agreement includes coordination of the companies' software platforms as well as co-marketing of joint offerings. The technical coordination project will run during the summer 2001.

By adding functionality in Gamefederation's gaming platform to its' Distributed Service Platform, Gatespace facilitates for gateway operators to capitalize on the growing online gaming market. Using functionality in Gatespace's Distributed Service Platform, Gamefederation increases its potential market to include service gateways like digital set-top boxes and more. Specifically, Gatespace's platform adds remote management and enhances features such as secure communication, user authorization, and support for flexible payment methods in Gamefederation's gaming platform.

"The online gaming market is a fast growing segment, empowered by wired and wireless broadband always-on access technologies. Gamefederation is offering an advanced gaming platform and is an attractive partner for Gatespace. By adding the functionality in their gaming platform to our Distributed Service Platform, we will be able to offer gateway operators the opportunity to be a part of this attractive market," says Staffan Truvé, founder and CEO of Gatespace.

"When we looked for a remote management platform we came across OSGi. We contacted Gatespace because of their position as the leading supplier of OSGi based service platforms. Gatespace's unique functionality will give us the platform we need to target a worldwide market with a technology based on open standards," says Thomas Lindgren, CEO of Gamefederation.

### **About Gatespace**

Gatespace provides open standards based distributed service platforms for designing, developing, and delivering network based services. Gatespace products are designed to be compliant with OSGi (Open Services Gateway Initiative), and support full interoperability between service providers, network operators, and service gateway manufacturers. This provides for secure and reliable end-to-end services for consumers on the residential markets, among others. Gatespace was founded jointly by Ericsson and the Swedish research company CR&T, and is privately funded by Ericsson, Morgan Stanley Dean Witter, Fuqua Venture Partners, European Equity Partners, Pythagoras Participations, T-bolaget and Bure Equity and CR&T. The company is based in Palo Alto, CA and Gothenburg, Sweden. Visit <a href="https://www.gatespace.com">www.gatespace.com</a> for more information.

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#### **About Gamefederation**

Gamefederation, a fresh face on the gaming technology scene, is rapidly approaching its goal of becoming the world's leading technology provider for online gaming services. Its platform turns traditional PC and console games into interactive on-demand entertainment for wired and wireless devices. In the past months, the Swedish company has reached agreements with such prestigious companies as BEA Systems, Cognizent and Motorola, and will be holding its conceptual release first week in May, 2001 at the Motorola MAGNET center in Stockholm. Visit <a href="www.gamefederation.com">www.gamefederation.com</a> for more information.

#### About OSGi

The OSGi is a non-profit corporation formed to provide a forum for the creation of open specifications for the delivery of multiple services over wide-area networks to local networks and devices, and to accelerate the demand for products and services based on these specifications worldwide through the sponsorship of market and user education programs. The San Ramon, California, USA-based consortium comprises more than 80 member organizations from around the globe. Membership is open to any interested party, including Internet Service Providers, Network Operators, Original Equipment Manufacturers, Independent Software Vendors, end users, academic institutions, government agencies, and non-profit organizations. Visit <a href="https://www.osgi.org">www.osgi.org</a> for more information.

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