



Press release

For immediate release

The largest order in the company's history:

UDS Develops Game for Microsoft's New Xbox

[Norrköping, Sweden, August 8, 2001.] **Scandinavian computer game developer UDS has received a multi-million order from German publisher CDV to develop "Core" – a console game for Microsoft's new Xbox. The order is the largest in the company's history. UDS has more than 100 employees in Sweden and Britain.**

UDS has been commissioned to develop "Core" by German publisher CDV Software Entertainment, according to a recently signed agreement between the two companies. CDV is one of Europe's largest publishers of entertainment software and is listed on the technology stock market Neuer Markt. The game is expected to be released all over the world during 2003. The order value of 2 MUSD makes it the largest order ever in UDS' history and more than half of the company's turnover last year.

"Core" will be developed for Microsoft's new game console Xbox. The game is a zany action adventure game where you control a team of four characters, all inside a big robot suit, on a strange journey to save New York. The game will be released on all major territories over the world and translated into eight languages. The game will be developed by UDS' studio in Gothenburg, western Sweden. The originator of the "Core" concept is Klaus Lynged, previously working on Shiny Entertainment with titles as Messiah and Sacrifice.

"We are naturally most pleased to sign such a significant contract, and also flattered to be chosen by CDV Software Entertainment as part of their Xbox commitment. The magnitude of the order will obviously also have a positive effect on UDS' sales and results figures for the next two years", said Thomas Lofblad, Managing Director, UDS.

About UDS:

UDS, Unique Development Studios AB, was founded in 1997 and is today one of Scandinavia's leading developers of computer, video and console games. UDS has approx. 100 employees at its offices in Norrköping, Stockholm, Gothenburg and in Britain. UDS is owned by its founders and employees, and by Slottsbacken Venture Capital, Nordico Invest and Banc of America.

UDS has well established partnerships with many of the leading game publishing companies in the world. GlobalFun, which is a fully-owned subsidiary of UDS, develops and supplies interactive entertainment products for the world market, e.g. via its own en "gaming community" on the Internet. GlobalFun will also market UDS-developed games for digital TV and cellular phones. The UDS group also contains AddGames, which markets and distributes ad-financed computer games ('advertainment') for the world market.

The world market for computer games is expected to grow by more than 70 per cent and be worth 86 billion US dollars by 2006 (Informa Media Group). The market for online games is expected to increase to 6 billion US dollars within four years. Entertainment via the mobile phone will overtake information and communication to become the most lucrative mContent revenue stream globally in 2005 (Datamonitor).

About CDV:

Established in 1989 in Karlsruhe, Germany, CDV Software Entertainment AG has expanded into the largest publisher and distributor of full price PC entertainment software in Germany, Austria, and Switzerland. Hit titles include Doom I/II, Duke Nukem 3D, Sudden Strike, Cossacks, Sudden Strike Forever, Mystery of the Druids and soon to be released, Divine Divinity, Escape from Alcatraz, and Psychotoxic. CDV employs over 90 staff and has recently opened offices in the UK and USA. In April 2000, CDV successfully went public on the German Market "Neuer Markt - Stock Symbol OGG" to fuel future growth.

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