



Press release

For immediate release

500,000 Membership Mark Reached For GlobalFun

[Gothenburg, Sweden, May 6, 2002.] **The Swedish-based Internet gaming community www.GlobalFun.com has registered its 500,000 member. In only a year, www.GlobalFun.com has become one of the most popular interactive entertainment sites in Europe.**

The Internet gaming community www.GlobalFun.com was launched approx. a year ago and has since become one of Europe's largest computer game sites with more than 500,000 members world wide. On www.GlobalFun.com members can e.g. play Internet-based computer games on line and also play so called cross channel games (which can be played on both computers and mobile units such as cellphones) either with other members or by themselves.

Corporate plans for the future include forming partnerships to be able to focus on various events, and services for the end user such as tournaments, downloadable games for cellphones, sms games et al.

GlobalFun, which is a fully owned subsidiary of UDS, develops and supplies interactive entertainment products for the world market. Its head office is located in Gothenburg on Sweden's West coast. UDS has approx. 100 employees in Sweden and Britain.

About UDS and GlobalFun:

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. 120 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, Banc of America, The FKF Pension Fund, Metropolis Technology Investments (MTI) and other institutional investors.

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 "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 mobile online computer games is expected to grow 18-fold to 86 billion US dollars per year by 2006. Online entertainment via the mobile phone will overtake information

and communication to become the most lucrative mContent revenue stream globally in 2005 (Datamonitor).

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