



## Press Release

### Drutt Corporation and Terraplay Systems partner to deliver value to mobile operators

Stockholm, Sweden, 18 December 2003

**Drutt Corporation**, the market leading provider of device management and content integration products for mobile data services, and **Terraplay**, the industry leading provider of multiplayer platforms for mobile users, have partnered to offer mobile operators a comprehensive solution and mobile users a richer experience.

In the area of mobile gaming, the two companies offer a perfect match. Drutt has installed its content integration product **Drutt 3PI** and device optimisation software **Drutt Rendering** with almost 20 operators globally, including all Vodafone live! portals. Drutt 3PI allows mobile operators an efficient, real-time, integration of applications and partners, while Drutt Rendering ensures optimal presentation of services in every device.

**Terraplay** has shipped its innovative **Terraplay Move** platform to numerous operators, enabling multi-player gaming in real time from mobile devices and PlayStation®2. Both network and device independent, the platform offers access to the fast growing global and commercial gaming community.

Drutt and Terraplay will demonstrate and offer an enhanced end-to-end experience based on technologies from both companies. Mobile operators can hopefully see the results already at the 3GSM World Congress, Cannes, February 2004.

"In many cases Drutt and Terraplay already serve the same customers" says Jonas Wilhelmsson, VP Marketing at Drutt Corporation. "Terraplay complements Drutt very well; we focus on integrating, billing, distributing and presenting services – Terraplay adds the excitement of multiplayer gaming in real time. It's a strong proposition."

"Terraplay and Drutt are focused niche providers. Together we offer compelling value to our joint customers and their customers", says Jeremy Lewis, CEO at Terraplay. "Multiplayer mobile gaming is taking off and users want to play in real time with real opponents and even with today's relative memory weak mass- market terminals, multiplayer gaming is incredible rich. Number of games and genres increase by the day, and with our platform thousands of users can join the same session. Offered as premium services, operators have a direct route to higher ARPU".

For further information, contact:

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**Drutt Corporation** is a leading software company and solutions provider for mobile services infrastructure. Drutt offers a complete product portfolio for mobile service distribution. Drutt's customers include large mobile operators and service providers worldwide. Further information is available at [www.drutt.com](http://www.drutt.com)

#### **Terraplay Systems AB**

Terraplay Systems develops carrier grade on-line gaming technology. The Terraplay solution enables network operators and publishers to provide 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. Terraplay has the most comprehensive catalogue with mobile multiplayer games on the market. More information can be found at: [www.terraplay.com](http://www.terraplay.com)