



Press Release

Terraplay Systems get approval for Microsoft Xbox Tools and Middleware programme

Stockholm, March 4 2004.

Terraplay Systems has been approved with its network technology for on-line gaming to be a part of the Xbox Tools and Middleware

Today Terraplay announced that their solution for the Xbox® videogame system from Microsoft will be available in Q2 of this year and will encompass Xbox compatible version of the Terraplay networking APIs, documentation and development tools such as simulators. Early betas will be available in the near future for developers who wish to perform appraisals before official release.

The Terraplay solution allows developers to achieve flexible fine grained control over bandwidth usage to ensure users a high quality gaming experience. Back office systems such as system monitoring, alarm, provisioning and statistics are also included in the offering allowing developers concentrate on game development. The offering aims to provide a rapid high quality path to developing on-line titles for Xbox

"Xbox™ Live represents an exceptional on-line service for consumers. I am very pleased that Terraplay now has the opportunity to work with developers to deliver high quality games for the Xbox online service", say Jeremy Hamill-Keays, Content Director of Terraplay Systems AB.

"Terraplay is an ideal blend of gaming features combined with a solid infrastructure of networking services. I am very pleased to welcome them to the Xbox Live platform," says Drew Angeloff, Xbox Tools and Middleware Program Manager.

Terraplay System is a network solution for on-line gaming in both mobile and fixed networks designed to handle all types of games from single player games to massively multiplayer with thousands of simultaneous players.

About Terraplay Systems AB

Terraplay Systems develops carrier grade on-line network 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®, PlayStation®2, Xbox® and for all download enabled mobile devices, including J2ME™, Brew™, Symbian™, mophun™, Microsoft®Pocket PC, Microsoft Mobile™SmartPhone and. Terraplay has the most comprehensive catalogue with mobile multiplayer games on the market.

More information can be found at www.terraplay.com.

For more information please contact:

Stefan Vlachos, Product Marketing Director, Terraplay Systems AB

Email: stefan.vlachos@terraplay.com, phone: +46-707 28 75 33

Jeremy Hamill-Keays, Content Director, Terraplay Systems AB

Email: Jeremy@terraplay.com, phone: +46-706434627

About Xbox

Xbox (<http://www.xbox.com>) is the video game system from Microsoft that brings people together for the most exhilarating game and entertainment experiences. Xbox delivers an expansive collection of breakthrough games, powerful hardware and the unified Xbox Live online service. The new tagline, "it's good to play together," captures the spirit of Xbox as the social hub of the new digital entertainment lifestyle. Xbox is now available in North America, Asia, Europe and Australia.

About Xbox Live

Xbox *Live*, which launched in the United States Nov. 15, 2002, allows gamers to play multiplayer Xbox games with other gamers everywhere via a broadband connection. With a built-in hard drive and Ethernet port, the Xbox console is the only video game system built from the ground up for online gaming, negating the need to buy additional, costly peripherals or upgrades. Xbox Live enables gamers to easily find their friends; talk to other players during game play through the Xbox Communicator headset; download current statistics, new levels and characters to their Xbox hard drive; and play online—all exclusive features to Xbox *Live*.

Xbox is a registered trademark of Microsoft Corporation in the United States and/or other countries.