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**M7 Networks Partners with Terraplay to Deliver Real-time Multiplayer Gaming Functionality to its Community Services Offerings**

**La Jolla, CA – June 1, 2004** —M7 Networks, Inc. a leading trusted partner and enabler of advanced wireless services, announced today that the company has partnered with Terraplay, a leading provider of multiplayer mobile network solutions and related services for mobile network operators and service providers. The partnership will enable M7 Networks to offer interactive multiplayer gaming functionality within its community based offerings for publishers. M7 Networks provides other functionality including game leader boards, carrier-wide unique usernames, buddy lists, application wake-up, and other highly interactive innovations that provide an enhanced community for game users.

Multiplayer game functionality represents the latest offering from M7 Networks' community solution that enables services including the Game Lobby by Sprint who has 21m subscribers, a centralized community for mobile gamers to meet and compete. Since Sprint launched the service on March 1, 2004, more than 80,000 customers have joined, with thousands more signing up every week. Planned future enhancements include tournament play, chat features, the ability to win prizes and multiplayer gaming.

Acting as a neutral service provider to the carrier, M7 hosts and manages a secure environment through an ASP model. Any third party can develop multiplayer games leveraging M7's Challenge Community.

"We are very excited to partner with Terraplay to bring multiplayer gaming to life in our community-based offerings," said William Erickson, CEO of M7 Networks. " This partnership underscores our commitment to working with best in class technology partners to enhance the user experience as interest in interactive mobile gaming among wireless subscribers continues to increase."

Terraplay's patent-pending MOVE product has been selected by mobile device companies including Motorola and is commercially operational with mobile operators in Europe. The technology is also PlayStation®2 and Xbox® approved. Terraplay's MOVE is a network solution for mobile multiplayer gaming that is designed to support all types of real-time games, from turn-based sports and racing games, to massive multiplayer games involving thousands of players. The Terraplay MOVE solution is highly scaleable and

allows wireless subscribers to play against each other in real-time over wireless networks across a wide range of mobile devices and platforms.

"We are pleased to announce our partnership with M7 Networks, said Jeremy Lewis," CEO of Terraplay Systems. "Interactivity is the future of mobile gaming – we look forward to working together with M7 Networks to set the standard for the mobile gaming experience in the US."

M7 will make available a pilot offering this summer featuring games in both J2ME and BREW. Working in partnership with U.S carriers and content partners, M7 and Terraplay plan a broad rollout of the service in the fall.

#### **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™ and Microsoft Mobile™. Terraplay has the most comprehensive catalogue of mobile multiplayer games from numerous developers, on the market. More information can be found at [www.terraplay.com](http://www.terraplay.com)

#### **About M7 Networks, Inc.**

M7 Networks is a leading trusted partner and enabler of advanced wireless services, linking wireless carriers, technology providers, and the content community. Based in La Jolla, California, M7 Networks was founded in 2000 with funding from QUALCOMM, Enterprise Partners Venture Capital and Sienna Ventures.