



3G Gamers Get *No Refuge* from Mobile Media

"Trapped and surrounded by the most dangerous enemies in the universe – your friends"

Oslo, Norway, July 8th, 2005 - The Mobile Media Company today announced the availability of Mobile Interaction's ground breaking ***No Refuge*** and the all new ***No Refuge Universe*** real-time mobile multiplayer sci-fi shoot'em ups on Mobile Media's MoConDi platform for 3G networks.

Powered by MOVE from Terraplay Systems AB, ***No Refuge*** was a milestone for mobile gaming, supporting true multiplayer real-time action. Public and private sessions support up to eight players in a game environment randomly chosen and dynamically generated with over 4 billion different possible outcomes. ***No Refuge Universe*** advances the game play from the original tank conflict in toxic alien deserts, to dogfights in the frozen wastes of outer space.

"We believe it is more fun and more challenging to play human opponents," said Peter Lindström, CEO, Mobile Interaction. "The real-time 3G network enabled action is much more compelling than turn based gaming, and the fast and frantic nature of space combat make ***No Refuge*** and now ***No Refuge Universe*** the perfect pick up and play experiences for game players on the move."

"Crucial for true multiplayer mobile gaming, 3G networks meet the demands of real-time action games without pauses or breaks that would otherwise interrupt and spoil the gameplay," explained Jan Tore Klepp, Executive Vice President at Mobile Media. "By providing a single point of integration, Mobile Media's MoConDi platform reduces the strain of delivering such multiplayer gaming for operators. ***No Refuge*** and ***No Refuge Universe*** are prime examples of the new generation of mobile video games that can be presented on our platform to fulfil the promise of 3G as a true channel for personal entertainment."

The ***No Refuge*** series marks a highpoint in advanced mobile Java gaming. Players can hone their skills in a single player mode with up to seven computer-controlled



opponents, and customisable difficulty and game field size, before taking on their friends in sessions with up to seven other players. A dynamic platform ensures each player can personalise their own vehicle, carry over upgrades from previous games, and celebrate their victory, as each session has a local high score enabling all players to compare battle results.

Mobile Media has most recently launched ***No Refuge*** and ***No Refuge Universe*** with Hutchinson 3G in Italy.

"We are excited about this step into the Italian market together with MoConDi, adding yet another operator into our quickly growing pan-European cross-operator connected gaming community," said Sven Hålling, CEO of Terraplay. "This helps to provide a critical mass of users for connected and multiplayer gaming for all operators that join the service."

-ENDS-



Notes for Editors

Screen shots are available for both games from your regional press contacts.

No Refuge supports Nokia Series 60, Motorola V300, Motorola A835, SonyEricsson K700i, SonyEricsson Z1010, Sharp GX20/GX30, LG U8110, and NEC e616.

No Refuge Universe supports devices from all major manufacturers including; Nokia series 60; Motorola V500, A1000, C975, A835, A925; Sony Ericsson Z1010, K700, V800; NEC e616, e313; LG U8110, U8120; Samsung SGH-D500

For a demonstration of **No Refuge** and **No Refuge Universe** please contact Mobile Interaction.

About Terraplay Systems AB

Terraplay Systems is the leading supplier of multiplayer and connected gaming solutions, enabling game publishers, network operators and service providers to provide successful revenue generating gaming services to large communities. Terraplay MOVETM is a complete solution for mobile connected gaming, including a powerful lobby with strong community tools for all types of games, and multiplayer connectivity for simple turn-based games through to fast-paced real-time 3D games. Comprehensive development tools for Windows®, PlayStation®2, Xbox® and for mobile devices including J2ME™, Brew™, Symbian™, mophun™ and Microsoft Mobile™ help our partners bring the best out of their games when going online. For more information on Terraplay solutions or the world's most comprehensive catalogue of mobile multiplayer games titles visit <http://www.terraplay.com>

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Mobile Interaction is a software company with a focus on applications utilizing the mobile Internet. The company was founded in 2002 with a vision to provide state of the art consumer applications. Today Mobile Interaction specialises in games with multiplayer functionality for mobile phones.

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About Mobile Media

Mobile Media Company is The Personal Broadcaster, a global provider of wireless provisioning and content solutions, interactive entertainment services and mobile marketing applications. Founded in 1993 as a pioneer of mobile messaging services and technologies, Mobile Media today reaches over 500 million mobile subscribers in 30 countries worldwide. Mobile Media works with leading industry players and a wide-range of customers including mobile carriers, broadcasters, media companies, and major consumer brands.

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