

- PRESS RELEASE -



GAMES AS PORTABLE AS MUSIC AND VIDEO!

- Antix adds to its stable of supported platforms with Google's Android -

16th February 2009: At this year's Mobile World Congress in Barcelona, Spain (16 – 19 February) Antix Labs is demonstrating how to enable and facilitate heterogeneous games communities comprising users with home computers and mobile devices. Supporting visually rich content, this advance by Antix has been designed to satisfy Media owners and consumer expectations re-set by progressively more impressive graphics and audio, rapid product convergence, and a demand for consistency of service, no matter where they are, no matter what device they are using.

The Antix Game Player shows that it is possible to take powerful, compelling games written in C and C++, the languages used on games consoles and home computers and run them at full throttle across a broad diversity of open and proprietary software platforms, utilizing various processor architectures and cutting across the wide spectrum of field of use, such as PCs, handsets and televisions. This transformation breaks down the barriers for consumers seeking to access content in a virally distributed manner or being able to participate in community, game experiences across mobile, console and home computers in ways familiar to those used with other forms of media.

In Barcelona, the Antix Game Player will be demonstrated running on Google's Android platform, Microsoft's Windows Mobile and Nokia's S60 on Symbian OS. Antix is also enabling the Player on proprietary platforms for mobile, TV and other devices, and is working with a number of the leading handset manufacturers.

Francis Charig, Chief Executive said, "We are developing the basis for manufacturers, publishers and carriers to build flexible and powerful games communities for their subscribers, utilizing the natural mix of devices that exist across home and mobile networks."

Charig continues, "Creating games for Antix enables developers to focus on the quality and performance of the game without the worry and distraction of a multitude of expensive game ports and developers can also take advantage of the facets uniquely available via our Player such as the viral distribution that combine to make Antix games as portable as music and video services."

The Antix Game Development Kit (GDK) is available free of charge to qualifying developers via registration and download from the antixlabs.com website. Developers can integrate the Antix tools with their own engines, maintaining their differentiation and utilizing their own functional capabilities with the portability provided by Antix.

To meet the Antix team or request a press briefing please use the contact details provided below.

– Ends –

About Antix Labs

Antix, the innovative, compact and powerful, universal player running single SKU, 2D and 3D, P2P games on phones, televisions and personal computers, accelerating content time-to-market, reducing development costs, exploiting existing assets, improving content discovery and designed to meet the consumer's ever increasing expectations and aspirations.

Antix Labs, headquartered in the UK, was founded in 2007 by Francis Charig, a World Economic Forum Technology Pioneer. The Antix team has accumulated more than 500 man-years experience in the design and bringing to market of rich media software platforms working for operators, handset manufacturers, games publishers, compiler companies and silicon design houses.

For further information, please contact:

Neil Curtis

Antix Labs

T: +44 (0) 118 357 0 357

F: +44 (0) 118 357 0 358

E: neil.curtis@antixlabs.com

W: <http://antixlabs.com>