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ANTIX LABS RECEIVES SIGNIFICANT INVESTMENT

- Investment fund identifies Antix Labs' unique potential to address mobile game market

6th February 2008: Antix Labs today announces a substantial investment from The ZauberMaschinen Trust, an investment fund based in New York. Antix Labs recently announced the launch of the Antix Game Player (see previous release from 9th January 2008), an innovative, compact and powerful software player designed to meet the consumer's ever increasing expectations and aspirations for running native games on phones, personal computers and other connected devices.

This investment will be used as working capital to help drive Antix Labs' deployment of its Game Player across many millions of handsets after initial shipments within devices later this year.

Francis Charig, Chief Executive of Antix Labs, who has also invested in the company, said, "ZauberMaschinen's investment and support is a vote of confidence in the first class commercial, engineering and management team we have brought together and the robust business proposition that has propelled itself forward since the company's inception last summer."

Backed by this investment, the Antix Game Player enables:

- A reduction in SKU fragmentation reducing development and maintenance costs, accelerating time-to-market for developers,

publishers, manufacturers and operators whilst simplifying game management and use for consumers.

- A single, advanced, industry standard development tool chain for all target platforms. Further reducing development complexities; maintenance, training and support.
- Focus investment on game development rather than the 'ports' of it. So game play and user experience should improve per title.
- Continued differentiation for game developers through the integration of the Antix Player with their own engines.
- Casual to console quality gaming with 'Fast as native' game code execution supporting a compelling gaming experience for consumers

Antix will be debuting its Game Player at Mobile World Congress 2008 in Barcelona (11-14 February 2008).

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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
Tel: +44 (0) 118 357 0 357
Fax: +44 (0) 118 357 0 358
Email: neil.curtis@antixlabs.com
Web: <http://antixlabs.com>

Will Gardiner / Richard Botley
itpr
Tel: + 44 (0) 1932 578 800
Fax: + 44 (0) 1932 578 801
Email: willg@itpr.co.uk
[/richardb@itpr.co.uk](mailto:richardb@itpr.co.uk)