

- PRESS RELEASE -



ANTIX ANNOUNCES GAME PLAYER CLIENT FOR MOTOROLA Z8 AND Z10 MOBILE DEVICES

Handsets running the industry's 1st portable native games solution

8th February 2008: Antix announced today that it has an agreement with Motorola to provide the Antix Game Player client for Motorola devices leveraging UIQ technology – the MOTO Z8 and MOTO Z10. The extremely compact player will initially be available to consumers as a simple download; from later this year consumers will be able to get the player already embedded inside the device.

The Antix Game Player has been designed specifically to make content written in C and C++ portable across different platforms. The vast majority of games on all modern games consoles are written in C and C++ but the lack of portability of the code has ensured that they have not been successful in the fragmented mobile market. The Antix Game Player uses innovative techniques to resolve the fragmentation problem and ensures that portability does not compromise performance. As a result, a game written to run on the Antix Game Player will run as efficiently on an Antix-enabled device as if it had been specifically targeted to run only on that device. This in turn allows publishers and developers to now target a range of handsets without having to be concerned about excessive porting, certification and signing costs.

Francis Charig, Chief Executive of Antix Labs, comments, "We have been determined to meet consumers' expectations in mobile while simultaneously creating the development and financial environments required to attract the industry's leading publishers and developers. These have been neglected

concerns for far too long and we believe Antix will be a catalyst to help the mobile game industry flourish.”

Developer kits will be available from Antix to registered Antix developers. A full certification and signing system is part of the overall Antix service and only content that has been certified and signed will work on the service. Developers can register at <http://antixlabs.com/developers> .

Handsets are being shown at the Antix stand (AV24) at Mobile World Congress in Barcelona, 11th-14th February, running exciting games from leading publishers.

- 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.

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