



GAMES INDUSTRY PIONEER, JUAN MONTES APPOINTED AS ANTIX LABS' CHAIRMAN

12th January 2009: Juan Montes has joined Antix's Board of Directors taking the role of Chairman alongside Francis Charig, the company's Chief Executive.

Juan Montes has extensive experience in the interactive entertainment business having managed some of the most successful and dynamic video games operations in Europe over the last fifteen years. Juan joined Sony as Vice President of Software Development in 1994 to prepare for its launch of PlayStation in Europe. He set up its software organisation, managing the software portfolio from both Sony and its 3rd party publishers, whilst also creating and managing Sony's European software development studios. After six years at Sony, Juan was appointed VP of Technology and Content at Motorola, working with many of Europe's leading operators whilst successfully establishing its wireless applications and content publishing business. JAMDAT Mobile, acquired by Electronic Arts for \$680m in 2005, had brought Juan in as its European Managing Director three years earlier, setting up and managing its European publishing business including a vigorous and profitable sales and marketing organization; Juan took JAMDAT into all the major channels of mobile distribution in Europe prior to its IPO on NASDAQ in 2004. Juan has a degree in Engineering from the University of Madrid and has a BSc in Computer Science, gained in England after moving from Spain more than 30 years ago. He now has a portfolio of media interests.

Juan Montes said, "I am delighted to be working with Antix Labs in delivering a much needed solution for the development and publishing community to take advantage of the growth in mobile and handheld devices and their interaction with on-line platforms and social networks. Antix is solving the problems of fragmentation, complexity and costs of deployment."

Francis Charig, Chief Executive comments, "Juan is extremely rare in having the knowledge and practical experience in the video games industry of working for leading manufacturers of handsets and game consoles, publishers and developers. He has collaborated with major operators, set up and successfully developed sales, marketing and engineering-focused teams through to exit, put in place an outstanding network of contacts, all while gaining a first class reputation across the industry. Antix will gain heavily through Juan's involvement."

- 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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