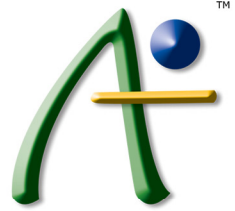


# Antix Game Player

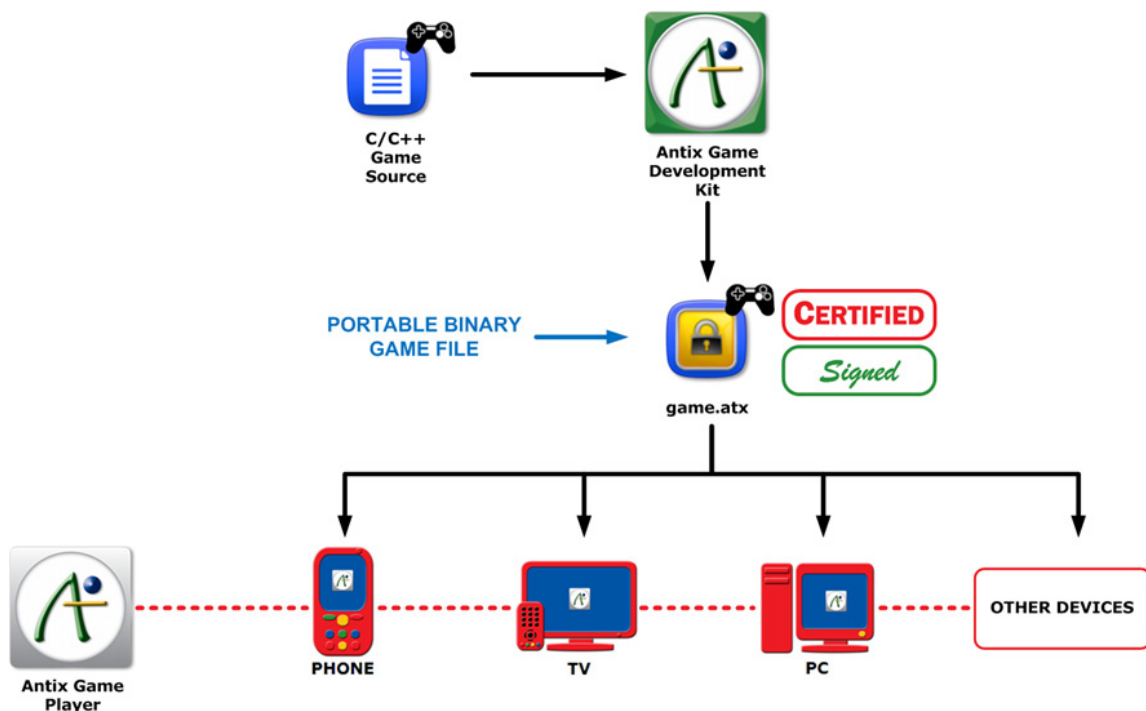


## The Only Player in the Game:

## Multi-Screen Native Gaming

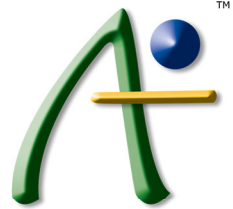
(Mobile, TV, STB, PMP, PC...)

The Antix Game Player [AGP] makes games as portable as music or video. It is an innovative, compact, powerful and secure software player designed to meet the consumer's ever increasing expectations and aspirations for playing and sharing high quality games online or offline on phones, personal computers, TVs and other connected devices.



The Antix 3-screen games service now supports a range of open and proprietary operating systems and other software platforms that perfectly illustrate the many unique features of the AGP including Android, Linux®, Symbian OS™ S60™, Windows®, Windows Mobile® and across diverse processor architectures designed by ARM®, Intel and MIPS®.

# AGP Features & Benefits



- **Free of charge Game Development Kit (GDK):** utilising industry recognised development environments such as Eclipse™ or Microsoft® Visual Studio® and providing a single tool chain for all platforms.
- **Makes available industry standard APIs:** specified by Khronos, including OpenKODE®, and OpenGL® ES; extensible, and allows further APIs to be added and queried.
- **Standardized binary distribution format:** ensuring that games developed using the Antix GDK will work on other devices that have the player installed.
- **An extended reach:** through the ability to target a higher volume of devices and various fields of use; not being limited to high-end models or having to focus on just those that are predicted to ship in volumes.
- **An accelerated time-to-market and revenue:** the existing and back catalogue becomes immediately relevant, new titles can hit greater volumes across markets faster.
- **Cost reductions:** by enabling developers to focus on game development and not a multitude of game ports and reduced logistics, management and maintenance overheads.
- **A certification service:** to confirm the validity of the player and its games.
- **A signing system:** that only enables games to run that have been properly signed.
- **Native performance:** of C/C++ casual and premium quality games.
- **Portal & billing interfaces:** integrate with your system of choice.
- **An optional white labelled on-device client:** for simple content discovery, download, installation and launch.
- **Pre-loading of games:** significant increasing of usage, no change to BOM.
- **Viral Distribution:** consumers can share games with their friends both over the network and off-network.
- **A Try-before-you-buy capability:** enabling consumers to download games on to their PCs TVs, phones and other devices to try games first.
- **Consumers:** access their Games on Any Device, Anywhere, Anytime.

**Visit <http://antixlabs.com> for further information**