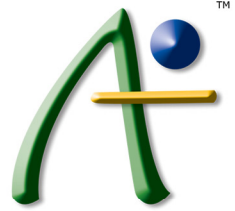


Antix Game Player

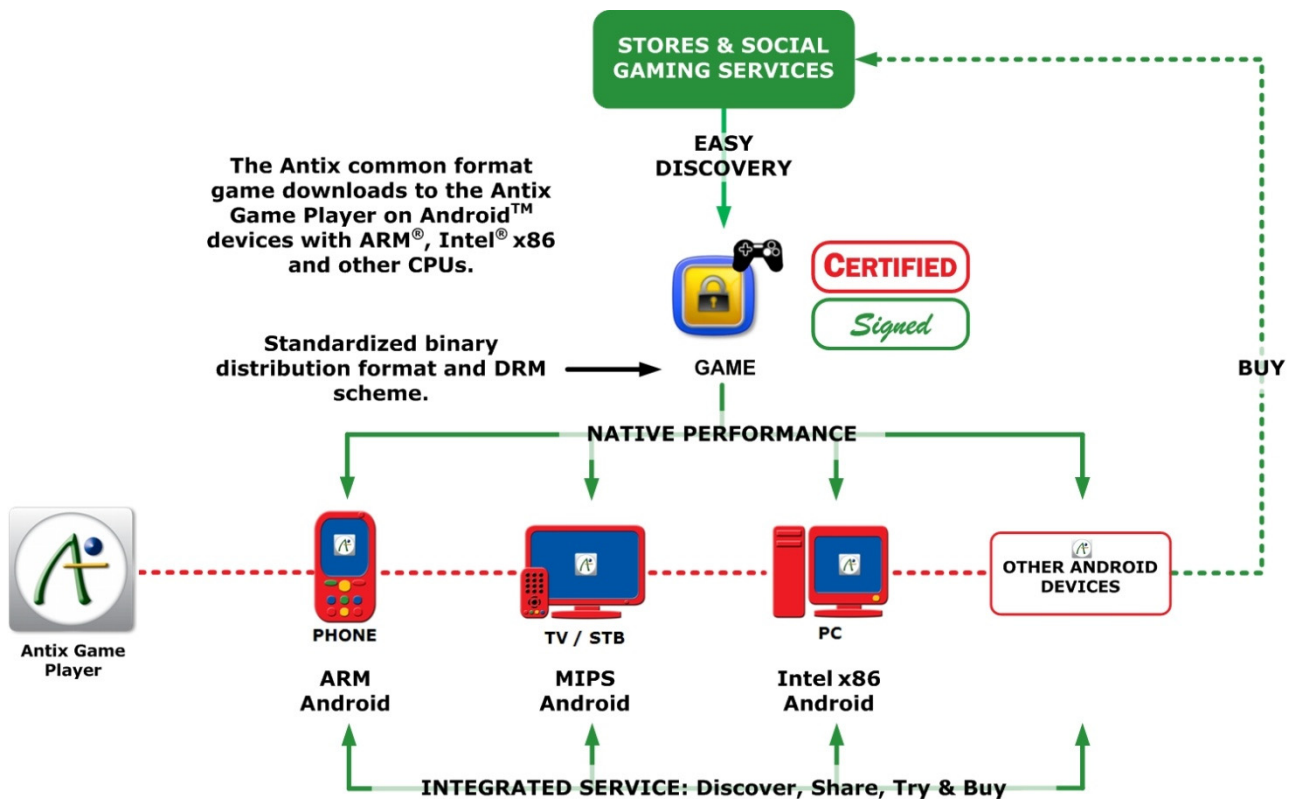


Support for Native Games Executed on Android™ Devices

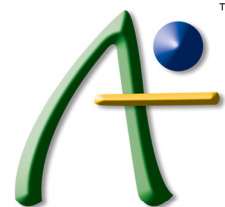
Without fragmentation

Antix' Game Player provides support for native games executed on Android™ devices across different processor platforms.

Google seeks to provide a cross-device, cross-CPU platform without fragmentation – Antix supports this philosophy with an ultra-high performance, native game player that runs identical binaries sharable across different Android devices.



The Android Dalvik™ virtual machine supports application portability across different platforms but that portability doesn't apply to native games (games written in C and C++) unless the games are run using the Antix Game Player. Targeting games for the Antix Game Player on Android offers the full power of C/C++ games with full portability between devices.



The Antix Player has been designed to manage all aspects of device fragmentation:

- Developers can use Antix' development tools and its technologies to ensure games are able to support multiple platforms with differing controls, displays and capabilities.
- With the Antix Game Player, games can also be run on the PC from within a browser (such as Google Chrome™) and side-loaded and shared across devices.

If you want to enable consumers to run high performance casual, advanced casual and premium games across different platforms such as phones, PCs, TVs, STBs and PMPs, then you can by using the capabilities unique to the Antix Game Player.

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