



IP Unity and Exit Games Team on Real-Time In-Game Trash Talk and Media Features for Mobile, Cross-Carrier and Cross-Platform Multiplayer Gaming

MILPITAS and SAN FRANCISCO, CA, November 28, 2006 – IP Unity®, the leader in carrier-grade media servers, application servers and real-time multimedia applications, has partnered with award-winning multiplayer platform service provider Exit Games, to add in-game voice conversations (aka Trash Talk) features to the networked games powered by Exit Games' Neutron platform. The result is an exciting new set of functions for mobile multiplayer gaming that allow game development to be a more creative process and increase the social nature of mobile multiplayer applications.

Today, Exit Games powers networked gaming in over 50 countries, with access to over 500 million billable subscribers worldwide. IP Unity serves carriers, public institutions and large enterprises in over 35 countries with rich-media messaging, conferencing, interactive voice response and push-to feature sets over fixed, mobile and IMS-enabled converged networks.

"The combined capabilities of both companies to deliver cross-carrier mobile feature sets for the leading edge of gaming will be proven by these exciting new features," stated Tom Sperry, CEO of Exit Games USA. "Our customers have told us that they want the experience of live, real-time chat with other gamers, to add to the action and energy of mobile gaming. We look forward to partnering with market leader IP Unity, a recognized expert in mass-market IP voice, video and streaming features."

"IP Unity knows that carriers, ISPs, next-gen network operators and above all, gamers can benefit from the creative innovations now occurring over mobile and converged networks, and we are very well-equipped to add value to these gaming applications," added Keith Bhatia, Chief Business Officer and CTO of IP Unity. "Exit Games is one of the best in the business of cross-platform and cross-network gaming environments, and has built a rich platform complete with connection, billing and administration functions, so that game developers can fully concentrate on their creativity and development skills, and network operators can host multiplayer games at carrier scale and robustness. This is a fantastic opportunity for all of us."

About IP Unity

IP Unity is the leader in delivering carrier-grade media servers, application servers and real-time multimedia applications over IP, TDM and enterprise networks. The company's open and modular Mereon® solutions let service providers, large enterprises and public institutions quickly deploy services ranging from simple personal communications to complex rich media information and enterprise services. IP Unity solutions feature carrier-class reliability and scalability, intelligent resource management and ease of customization, resulting in optimal total cost of ownership. IP Unity's comprehensive multiservice solutions are deployed across traditional and all-IP broadband, fixed, mobile and FMC networks around the world. For more information, go to www.ip-unity.com or call 408-582-1100.

About Exit Games

Exit Games is a software provider for mobile entertainment platforms. The core product Exit Games Neutron is the leading mobile multiplayer solution, connecting mobile operators and users all over the world. Clients and partners of Exit Games are leading publishers, developers and mobile communications companies like THQ Wireless, Ifone, SkyZone, UIEvolution, Fremantle Media, Verizon, Cingular, Sprint, Softbank, Vodafone, T-Mobile, Qualcomm, Sony Ericsson, Siemens. Exit Games was founded in 2003 on venture capital funding



and maintains branches in San Francisco, CA / USA and Hamburg, Germany. For more information and printable images, please visit our website: www.exitgames.com

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