



With Exit Games Neutron, Exit Games presents a world first: GAME ROAMING allows network-spanning Mobile Multiplayer Games

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The Hamburg-based company will present the Exit Games Neutron technology at the 3GSM trade fair held in Cannes from the 23rd to the 26th of February.

This is the first ever multiplayer solution on the basis of the emerging OMA Games Service standard. The most significant advantage of the Exit Games Neutron concept is the fact that multiplayer games can be marketed by mobile phone network providers whilst at the same time being used across multiple networks. Leading games developers are already creating suitable products. They are using their established distribution structures, and game operation as well as accounting is being handled across networks by Exit Games Neutron. The company calls this innovative model "Game Roaming".

At the same time, Exit Games will present a starter package of the first multiplayer games to international mobile phone network providers at the Cannes trade fair. Popular game formats like chess and darts, combined with chat functions and highscore competitions guarantee a unique game experience "on the go".

"Mobile Multiplayer Games require open standards in order to ensure a lasting success on the mass market," comments Harald Behnke, Exit Games CEO. "Our Game Roaming approach enables the leading independent games developers to offer multiplayer games over their worldwide network providers' distribution channels for the first time – Exit Games Neutron is a revolutionary technical infrastructure which makes this open business model possible." The first multiplayer products on the basis of the Exit Games Neutron concept will be launched in the first quarter of 2004.

About Exit Games

Exit Games is a mobile service provider innovating multiplayer gaming. Founded in 2003 and venture capital-financed, the company names leading game developers and operators like Vodafone, T-Mobile, Swisscom or ONE among its clients. Core product is a multiplayer solution based on the OMA Games Services standard co-developed by Exit Games.

Further information

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