

Press Release



Exit Games Introduces Neutron 4.0 at 2007 Game Developers Conference

Latest Version of Multiplayer Service Platform Features Real-Time Gaming and Enhanced Cross-Platform Connectivity

San Francisco, USA: March 06, 2007 – Exit Games, the multiplayer service provider for mobile and online games, today announced the availability of Neutron® 4.0, the latest version of the company's award-winning service platform for connected mobile entertainment.

Released in conjunction with the 2007 Game Developers Conference, Exit Games Neutron® 4.0 provides developers and publishers with the market's richest feature-set to facilitate the development of award-winning multiplayer games. The latest version of Neutron powers multiplayer gaming on a global scale and allows for innovative gaming projects to leverage real-time gaming capabilities and enhanced cross-platform connectivity. Neutron 4.0 will be showcased during GDC at Exit Games' booth #5230 in the North hall located within the German Pavilion.

"Exit Games Neutron® has been enhanced to accommodate the next level of connected gaming between a mobile phone and PC, including support for the widest possible range of consumer handsets," said Tom Sperry, CEO of Exit Games USA. "Real-time features combined with multi-platform connectivity take advantage of existing 3G networks, which offers huge benefits to developers and publishers for creating rich, connected content."

With its new flexible architecture, Exit Games Neutron® provides developers with a platform that is 100% adaptable to their needs. The platform allows a direct connection to carriers' billing system for in-game billing and expandable custom features that can interface with 3rd party systems. Neutron 4.0 also facilitates the progression of large user communities, supporting real-time gaming on mobile and PC platforms including J2ME, BREW, Windows Mobile, Flash Lite, RIM Blackberry, J2SE, .NET, and Flash.

Exit Games Neutron® 4.0 is the market-leading independent platform for hassle-free development, global deployment and the hosting of mobile multiplayer games. Neutron powered games are currently live in over 50 countries and have been launched by over 100 carriers and portals worldwide. With access to more than 500 million billable subscribers, Neutron offers enhanced user experiences, increased revenue for operators and cross-platform connectivity complete with billing, lobby and presence integration.

**About Exit Games**

Exit Games is a leading service provider for multiplayer mobile and online games. The Exit Games Neutron[®] service platform connects network and service providers with users all over the world. Neutron is used by leading game publishers, developers and mobile communications companies like THQ Wireless, Glu, World Golf Tour, SkyZone, Square Enix's UIEvolution, Fremantle Media, Verizon, Cingular, Sprint, Softbank, Vodafone, Qualcomm, Intel, Sony Ericsson or Siemens. The company was founded in 2003 with 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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