

Press Release



Ex-Microsoft Games manager is new CEO of Exit Games USA

Hamburg, Germany, 9 May, 2005

Exit Games, the leading service provider for mobile entertainment software, is proud to announce a top-flight personnel acquisition as part of its US expansion. In the beginning of May, Tom Sperry has taken on the leadership of Exit Games USA. Sperry, who has previously worked in the USA, Europe, and Asia, has more than ten years of experience in the entertainment industry, during which he has held leading positions with HNC Software, Looking Glass Studios, and Microsoft Games. Besides other projects, he was responsible for the development and marketing of the successful Flight Unlimited series of PC games, as well as Microsoft Flight Simulator.

From the newly established office in San Francisco, Sperry will develop the US team and devote himself to new relationships with leading developers and network operators. At the same time, the team will provide customers and partners with on-site technical advice and support.

"With his years of experience in the games industry, his international background, and excellent contacts in the entertainment industry, Tom Sperry is ideally suited to lead our US operations," says Harald Behnke, CEO of Exit Games. "The US market offers new perspectives through the combination of numerous experienced developers on the one hand, and large global entertainment companies on the other. Exciting new game formats may arise from the comprehensive communication and community functions offered by Exit Games Neutron."

Exit Games Neutron 2.0 is one of the leading international mobile multiplayer solutions. The middleware supports Java and Brew, and will be integrated into the major US mobile networks. It is based on the international open industry standard OMA (Open Mobile Alliance) Games Services, which Exit Games helped, and is used by sales partners and customers such as Vodafone, T-Mobile, Sony-Ericsson and Siemens, as well as Kujju Wireless, Com2Us, and Indiagames.

About Exit Games

Exit Games is a leading service provider for mobile entertainment software. Our core product Exit Games Neutron connects mobile gamers all over the world. The open multiplayer solution is based on the OMA Games Service industry standard, co-developed by Exit Games. Customers of Exit Games include leading telecommunication enterprises such as Com2uS, Vodafone, T-Mobile, Orange and SonyEricsson. The company was founded with the participation of venture capital and maintains branches in Hamburg, Germany as well as in San Francisco, California/USA.

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