



Electronic Entertainment Expo 2006 Exhibitor Profiles

E3Expo 2006

May 04, 2006 11:01 AM Eastern Daylight Time

LOS ANGELES--(BUSINESS WIRE)--May 4, 2006--The Electronic Entertainment Expo (E3Expo) 2006 takes place May 10 - 12, 2006 at the Los Angeles Convention Center. For in-depth information about the event visit <http://www.e3expo.com>.

Below are profiles from E3Expo 2006 exhibitors. Breaking news releases and photos are available at <http://www.tradeshownews.com>, Business Wire's trade show, conference, and event news resource. Business Wire is the official news wire for E3Expo 2006.

Company: Action Forms
Booth/Stand: Kentia Hall, 6059
Media Contact: atem@action-forms.com
Investor Relations Contact: Igor Karev
Phone: +38050 445-8145
E-mail: karev@action-forms.com
Web: www.action-forms.com

Founded in 1995, Action Forms is a proven game development company which creates innovative, high quality and well recognized computer games using its proprietary leading technology awarded "Best Technology" at Russian Game Developers Conference in 2006. Over last 11 years, Action Forms has developed a number of games for commercial distribution, including the 3D action games entitled Chasm - the Rift, trilogy of 3D hunting games entitled Carnivores, Treasure Island and recently released first person shooter Vivisector: Beast Within which had been awarded "Best sound" at Russian Game Developers Conference in 2004 and "Best FPS of 2005" at Gameland Award.

Company: Activate Interactive Pte Ltd
Booth/Stand: South Hall, 968
Media Contact: Dawn Teh
Investor Relations Contact: Leslie Wou
Phone: +65 6837 0366
E-mail: games@activate.sg
Web: www.activate.sg

Activate crosses the boundaries of entertainment through our cutting-edge games that are integrated across mobile phones and PC.

Our compelling products include:

- HinterWars: 1st in the world cross-platform MMORPG for Mobile and PC
- Steel Odyssey: Mobile-PC MMOG that fuses the best of arcade-fighting and turn-based strategy games
- Atomic Island: Avatar-based virtual community
- Atomic Games: Cross-platform multiplayer casual games for Mobile and Web

Founded in 1997, Activate is privately held and headquartered in Singapore. Our awards include "Winner - Nokia Mobile Flash Hunt 2005" and "Nokia Forum PRO Award 2004 - Most Successful South East Asia Game Developer".

Company: Advanced Duplication Services, LLC

Booth/Stand: 6621

Media Contact: Gary Bougie

Phone: 763-449-5500

Email: terri@ads-cd.com

Web: www.ads-cd.com

For over 16 years, Advanced Duplication Services has earned a strong reputation offering comprehensive media manufacturing solutions - from mastering and replication, through printing, packaging and delivery of DVDs and CDs. ADS upholds an unyielding commitment to providing clients the finest solutions-based services possible - all under one roof.

Company: AGEIA

Booth/Stand: South Hall Booth 1068

Media Contact: Elizabeth Olson

Phone: 415.863.4900 x204

E-mail: eolson@double-forte.com

Web: www.ageia.com

AGEIA(TM) Technologies, Inc., dedicated to taking PC gaming to the next level, is the pioneer of hardware-accelerated physics for games. A fabless semiconductor company, AGEIA delivers hardware and software technologies that bring powerful real-time dynamic motion and interaction to the ever demanding complexity of next generation games. Its flagship product, the AGEIA PhysX(TM) processor, is the world's first semiconductor chip that is dedicated exclusively to physics processing. Mounted on PC add-in cards called physics accelerators, the AGEIA PhysX processor promises to do for game action what the 3D graphics accelerator did for game visuals.

Company: AI.implant

Booth/Stand: Meeting Room #7042

Ticker Symbol & Exchange: TSX: EGY

Media Contact: Donna Araujo - daraujo@highroad.com

Investor Relations Contact: Marc-Andre Dupere

Phone: 514-341-3874

E-mail: aiimplant-info@engenuitytech.com

Web: www.aiimplant.com

AI.implant by Engenuity Technologies is the production-proven AI tool and middleware solution that provides professional game developers with a solid foundation on which to build advanced game AI. Whether you need dynamic pathfinding and obstacle avoidance or realtime crowd simulation, AI.implant has everything you need to create a more realistic and immersive game experience.

Company: AICOMAX

Booth/Stand: SOUTH HALL 968

Media Contact: MR LJ CHUAH

Phone: +65 81100736

E-mail: chuah@aicomax.com

Web: www.aicomax.com

AICOMAX develops its own proprietary 3D MMORPG game engine in China. Our first online game in China is based on a Chinese legendary classic. See www.3dpi.com. We are looking for partners to launch our game in other markets. AICOMAX has a team of highly trained professional games developer, artists and graphic designers. We are capable to provide localization of games and outsourced games development service for companies that wish to enter the China games market.

Company: Akella

Booth/Stand: 6901, 6903, Kentia

Ticker Symbol & Exchange: Akella

Media Contact: semenova@akella.com

Investor Relations Contact: arkhipov@akella.com

Phone: 007 495 36346 12

E-mail: office@akella.com

Web: <http://www.akella.com>

Akella was founded in 1993. For the next 13 years Akella was developing hard and from a team of 6 people became a multiple-discipline company engaged in developing, publishing and distribution of computer games and multimedia products. At present in Akella work more than 200 qualified specialists under the rule of experienced and professional managers. Akella's own distribution

network grows fast and at the moment covers all former USSR territory. Among Akella's shareholders are Quadriga Capital (EBRD fund) and Intel Capital.

Company: Alienware Corporation
Booth/Stand: 7142
Media Contact: Jaclyn Gonzalez
Phone: 305-251-9797
E-mail: jaclyn_gonzalez@alienware.com
Web: www.alienware.com

Enjoy an up-close look at the award-winning performance and style of Alienware systems at numerous locations throughout E3. Just catch Alienware at any number of locations at E3, including the booths of Havok, Atari, Eidos, Funcom, Logitech, Midway, Square Enix, Threewave Software, Turbine, Vivendi, Activision, Dreamcatcher, Gametap, CDV, Ageia, CoolIT and Ziff Davis. Alienware is also providing an exclusive look at its latest products to the media at Kentia Hall, Booth #7142. The Aurora(TM) m9700 and Aurora mALX mobile systems, as well as the limited-edition Area-51 Superman(TM) Edition Desktop and Area-51 Superman Returns(TM) Edition Notebook will be shown. The 17" Aurora m9700 and 19" Aurora mALX are loaded with NVIDIA(R) SLI(TM) technology, while the special-edition Superman systems feature exclusive chassis designs of the legendary superhero.

Company: Allegro Rainbow
Booth/Stand: 7621
Media Contact: Brian Metcalf
Investor Relations Contact: Chris Salter
Phone: (877) PIANO-04
E-mail: chris@pianowizard.com
Web: www.pianowizard.com

Allegro Rainbow is a leading provider of non-violent, award-winning, videogame software. Allegro's flagship product Piano Wizard teaches children of all ages how to play the piano and read music within minutes. Allegro is combating the perception that all videogames are harmful through its patented learning methods and by converting digital pianos into "joysticks". Piano Wizard eliminates many of the frustrations associated with traditional music lessons by teaching how to play, through entertaining fun and games. Allegro Rainbow's mission is to help bring about universal music literacy. For

more information, please visit www.pianowizard.com

Company: Amp'd Mobile

Booth/Stand: The Courtyard Plaza (adjacent to the Concourse Hall)

Media Contact: BWR, 310-550-7776

Investor Relations Contact: Bill Stone

Phone: 310-575-2500

E-mail: pr@ampd.com

Web: www.ampd.com

Amp'd Mobile is fast, fresh and on the edge, the perfect cure for those dull moments. The first integrated mobile entertainment company, Amp'd Mobile is the only 3G carrier in the US specifically targeting youth, young professionals and early adopters. By leveraging the power of broadband wireless (EVDO), Amp'd Mobile offers traditional services within an original user interface. With a myriad of customizable options as well as strategic alliances with top entertainment properties, such as MTVN and Universal Music Group, Amp'd Mobile brings a personal experience to the wireless lifestyle with unique music, video, community, entertainment, sports and gaming content.

Company: Atlus U.S.A., Inc.

Booth/Stand: West 2408

Media Contact: Zach Meston, Asst. Marketing/PR Manager

Phone: (949) 788-0455

E-mail: press@atlus.com

Web: <http://www.atlus.com>

Located in Irvine, California, Atlus U.S.A., Inc. is a publisher of challenging and compelling video games for a variety of platforms, including the Nintendo DS(TM), Nintendo Game Boy(R) Advance, and Sony PlayStation(R) 2. Founded in 1991, Atlus's library of critically acclaimed video games includes Disgaea: Hour of Darkness; Trauma Center: Under the Knife; Magna Carta: Tears of Blood; and the Shin Megami Tensei series. For more information, visit <http://www.atlus.com>.

Company: Babel Media

Booth/Stand: West 2228

Media Contact: Chloe Giusti

Phone: +44(0)7818 084833

E-mail: chloe.giusti@babelmedia.com

Web: www.babelmedia.com

Babel Media is the leading outsourcing company in the games industry. Our console, PC, handheld and wireless services include QA, localisation, audio, handset porting, certification and marketing. The company employs more than 300 plus full-time and contract personnel with offices in Brighton, Los Angeles, Montreal and New Delhi. Babel is a registered Microsoft, Sony and Nintendo developer. Babel works with many of the leading publishers such as SCEA, SCEE, SEGA, Nintendo, Microsoft, Electronic Arts, THQ, Take 2, Disney, Ubisoft, Atari, Eidos, Capcom, Vivendi, Climax, Majesco, Square Enix, Namco Bandai, Bethesda Softworks, Codemasters and Konami and leading mobile industry players such as SONY PICTURES, Vodafone, ifone, THQ Wireless, Disney Mobile, Orange, Glu, EA Mobile, Nokia, I-play, Bandai, TAITO, Hands On.

Company: BigWorld Pty. Ltd.

Booth/Stand: Kentia Hall 6207

Media Contact: Robert Spencer

Investor Relations Contact: Gavin Longhurst

Phone: +61 2 6162 5120

E-mail: enquiries@bigworldtech.com

Web: www.bigworldtech.com

The BigWorld Technology is a mature, scalable, fault-tolerant and customizable Massively Multiplayer Online Games technology solution consisting of a tightly integrated suite of high performance applications, content production pipeline and programming APIs. Designed specifically for the fast, efficient creation and delivery of MMOGs, the BigWorld Technology and Content Pipeline suite gives you the power to focus on game production, rather than risking your project on uncertain, expensive, time-consuming research and highly speculative open-ended software development.

With more than 42 licences sold to date and rave reviews from top tier studios around the world, including Microsoft and Net Ease, BigWorld is the clear choice for MMOG technology. The proven BigWorld Technology solution will get your project to market faster, more cheaply and with substantially reduced risks.

Company: BradyGames

Booth/Stand: West Hall, 2608

Media Contact: Susie Wade
Phone: 800-571-5840
E-mail: susan.wade@bradygames.com
Web: www.bradygames.com

BradyGames, the go-to source of video game strategy, hints and secret codes for top video games, is unveiling new video walkthroughs and their 2006 strategy guide line-up at E3 2006. BradyGames' booth (West Hall #2608) will be equipped with four media stations with LCD flat panel monitors, headphones, an iPod and PSP. And, back by popular demand, 19 year-old Martin Leung, known around the globe as the Video Game Pianist, will play theme songs from some of the most popular video games, including World of WarCraft and Kingdom Hearts II.

Company: Brighter Minds Media
Booth/Stand: Kentia Hall, 6010
Ticker Symbol & Exchange: BMM, Toronto Venture Stock Ex.
Media Contact: Jody McLain
Investor Relations Contact: Kevin Hess
Phone: 614-430-3021
E-mail: jodym@brightermindsmedia.com
Web: www.brightermindsmedia.com

Brighter Minds Media is the newly-formed parent company for two Ohio educational publishers, Brighter Child Interactive and Brighter Minds Children's Publishing. Brighter Minds Media is proud to offer a fun, innovative line of products including software, books, workbooks, flashcards, interactive DVD games and online games. Brighter Minds Media prides itself on the creation, publication, and distribution of multimedia materials for the entire family.

Company: BUG-TRACKER
Booth/Stand: 2108
Media Contact: Antoine CARRE
Phone: (514) 496 0093
E-mail: acarre@bug-tracker.com
Web: www.bug-tracker.com

Bug-Tracker provides a range of Quality Assurance Services: defect tracking, functionality, localization and compatibility testing.

Company: Compedia

Booth/Stand: 6711
Media Contact: Nir Bendov
Phone: (416) 372-2318
E-mail: nbendov@compedia-usa.com
Web: www.compedia-usa.com

Established in 1988, Compedia (www.compedia-usa.com) is one of the leading international developers and publishers of quality educational content and family friendly games in DVD TV Games, CD-Rom, Internet Broadband, and Interactive TV formats. The company award winning games are available in 32 languages and are sold in over 40 countries. Compedia has over 15 years of experience in developing and publishing of interactive content, including projects for Microsoft-TV, ITV, and Nintendo platforms.

Company: D3Publisher of America, Inc.
Booth/Stand: South Hall, Booth #5
Media Contact: Tamara M. Sanderson
Phone: 858.204.1393
E-mail: t.sanderson@d3p.us
Web: www.d3publisher.com

D3Publisher of America, Inc. is a publisher and developer of interactive entertainment software. A subsidiary of D3, Inc., with headquarters in Tokyo, D3Publisher of America's strategic focus is on licensed and original titles from leading third-party developers that appeal to mass-market consumers or gaming enthusiasts. Based in Los Angeles, D3Publisher of America distributes and publishes software for personal computers and the major console platforms including Game Boy(R) Advance, Nintendo GameCube(TM), Nintendo DS?, PlayStation(R) game console, PlayStation(R)2 computer entertainment system, the Xbox(R) video game system from Microsoft, and next-generation consoles. For additional information on D3Publisher of America and its products, visit the website at www.d3publisher.com.

Company: D-Box Technologies Inc.
Booth/Stand: 2108, Office #2
Media Contact: Philippe Roy, ext. 222
Investor Relations Contact: Claude McMaster, ext. 230
Phone: 450-442-3003
E-mail: proy@box.com
Web: www.d-box.com

Founded in 1994, D-Box has developed a motion simulation technology with applications in home entertainment and commercial sector. Well known for its Home Theater Motion Simulators, D-Box has developed new applications for games to procure players with a much more immersive experience. You can now live your game and REALLY be in the driver seat!

Company: Denki Limited
Booth/Stand: Booth 2400
Media Contact: Colin Anderson
Phone: +44 0 1382 308645
E-mail: denki@denki.co.uk
Web: www.denki.co.uk

Denki has been at the forefront of new media games development for over 6 years and are now Sky Television's principal games supplier. Having firmly established itself as a leader in this emerging field Denki is again investigating new markets where its particular brand of interactive entertainment will prove successful.

Company: Disc-Go-Technologies, Inc.
Booth/Stand: #7504 Kentia Hall
Media Contact: Mandy Haskett, (317) 202-2280 ext. 15
Investor Relations Contact: Mark Chaplin, (604) 514-8236 ext. 202
Phone: (604) 514-8236
E-mail: info@discgotech.com
Web: <http://www.discgotech.com/>

Headquartered in Langley, British Columbia, Canada, Disc-Go-Tech has grown to become one of the leading suppliers of disc repair products establishing distributorships throughout Europe, Australia, Asia and Africa. We manufacture and design leading-edge products utilizing the most advanced disc repair technology in the industry. With a decade of research and development experience as well as extensive industry knowledge we provide you with innovative products tailored to meet your disc repair needs.

Company: DISTRIBUSOFT
Booth/Stand: West 2108
Media Contact: Serge Gauvin
Investor Relations Contact: Stephane Gagnon

Phone: Phone: 514.368.5000

E-mail: sgauvin@distribusoft.ca

Web: www.distribusoft.ca

Funded in 2003, DISTRIBUSOFT is a Canadian publisher and distributor of French and English software and video games intended for the general public market. With a team consisting of over twenty representatives and sub-representatives, DISTRIBUSOFT publishes its products in computer stores, bookstores, store chains, superstores as well as direct sales corporations throughout Canada. Also worth mentioning is the fact that since 2005, DISTRIBUSOFT has experienced the strongest growth in the Canadian software and video game distribution industry. DISTRIBUSOFT offers more than a hundred high-quality software and video games from several well-known publishers.

Company: DreamCatcher Interactive Inc.

Booth/Stand: WHMR 2460

Media Contact: Suzanne MacGillivray

Investor Relations Contact: Sean Carr

Phone: 416-638-5000

E-mail: suzanne@dreamcatchergames.com

Web: www.dreamcatchergames.com

DreamCatcher Inc. is a leading worldwide publisher and distributor of interactive entertainment software. Established in 1996, the company markets its products under two labels: DreamCatcher Games, featuring the critically acclaimed game Painkiller; and The Adventure Company, the number one brand for PC adventure game sales worldwide including titles such as Syberia and Agatha Christie: And Then There Were None. DreamCatcher products include titles for PC, PlayStation(R)2/ PSP(R), Xbox(R), Nintendo GameCube(R) and Game Boy(R) Advance. DreamCatcher's head office is located in Toronto, Canada. The company services European, Middle Eastern and Australasian territories through its international office in Paris, France.

Company: dreamGEAR

Booth/Stand: West Hall - Booth 2216

Media Contact: Huma Gruaz

Phone: (310) 560-1130

E-mail: huma@alpaytac.com

Web: www.dreamgear.net

dreamGEAR is one of the fastest growing video game accessory companies in the United States, as well as a leader in providing a wide range of high quality portable speakers for the PSP and all the iPod models under its i.Sound brand. dreamGEAR's founders bring together over 50 years of entertainment and gaming technology experience and are dedicated to providing the latest in design, performance and quality. Fueled by a passion for innovation and a desire to meet the needs of its valued customers, dreamGEAR offers high quality affordable accessories across all video game platforms. dreamGEAR is excited to be apart of this year's E3 to showcase their latest accessories, such as the i.Sound Drive-in Cinema for the PSP.

Company: eGames/Cinemaware

Booth/Stand: Kentia 6808

Ticker Symbol & Exchange: OTCBB:EGAM

Media Contact: Rob Fleischer

Investor Relations Contact: Rich Siporin

Phone: 212.213.2451

E-mail: rob@sandboxstrat.com

Web: www.egames.com

eGames, Inc., headquartered in Langhorne, Pennsylvania, publishes and markets a diversified line of interactive entertainment titles which now include the eGames(TM), Cinemaware(R) and Cinemaware Marquee(TM) brands. With a focus on the mass market audience, eGames upcoming titles include Deep Sea Tycoon(TM) and Cake Mania(TM). Cinemaware, and affiliated label Cinemaware Marquee, is a brand of distinctively unique games featuring addictive gameplay and presented in grand cinematic scope. Cinemaware Marquee recently released Space Rangers(TM) 2: Rise of the Dominators and will be shipping Darwinia(TM) this June. Cinemaware's award-winning game properties include Defender of the Crown(R), Rocket Ranger(TM), Wings(TM) and the TV Sports(TM) franchise.

Company: Eggfinity Inc Pte Ltd

Booth/Stand: South Hall, 968

Phone: (323) 297 2756 (US); (+65) 6665 1951 (Singapore);

(+65) 6665 1952 (Singapore)

E-mail: info@eggfinity.com

Web: <http://www.eggfinity.com>

Eggfinity is a revolutionary boutique animation and visual effects studio with a difference. An extension of Egg Story Creative Production (www.eggstorycp.com), Eggfinity integrates next generation digital technologies and solutions to redefine the future of Animation and Visual Effects Outsourcing, Game Cinematics, Commercials and Visualization. Combining Egg Story's animation expertise together with Hollywood's creative and technical leadership with an international workforce. Eggfinity embodies Infinite Creativity where all things are a Finite Possibility.

Company: eMagin Corporation
Booth/Stand: 6315
Ticker Symbol & Exchange: EMA
Media Contact: Joseph Runde
Investor Relations Contact: John Atherly
Phone: 425-749-3636
E-mail: jrunde@emagin.com
Web: www.emagin.com

A leader in personal display systems and OLED microdisplay technologies, eMagin produces the Innovation award-winning Z800 3Dvisor personal display system. Called the "future of gaming." eMagin's Z800 3Dvisor combines a big-screen (equivalent to a 105-inch display viewed from 12 feet) 3D viewing experience with high-speed headtracking to take players inside their favorite games. Stereo sound and voice input complete the immersive experience. The heart of the Z800 3Dvisor are two eMagin OLED microdisplays, which deliver smooth flicker-free 3D stereovision while sipping power (the whole unit requires only the power from a USB port).

Company: Emplast Security Products
Booth/Stand: 7502
Media Contact: Tomas Gardebring, Blue Leopard Mktng
Investor Relations Contact: Phil Sykes, Business Unit Manager
Phone: 651-294-0188
E-mail: psykes@emsp.us
Web: www.emsp.us

Emplast provides retailers with a world of security solutions for building sales and reducing theft. The Emplast Security line includes a broad assortment of polycarbonate and polypropylene retail display and security solutions. At E3, Emplast will be introducing new,

environmentally sustainable, disposable security solutions for DVD, video game and CD media.

Company: Exent Technologies
Booth/Stand: Kentia Hall 6825
Media Contact: Katy Lim
Phone: 310-785-0515 x219
E-mail: katy@bohle.com
Web: www.exent.com

Exent is the leading global market solutions provider for broadband-based monetization of PC and video games. Exent delivers technologies and products for game publishers, broadband service providers, advertising agencies, consumer electronics manufacturers, media companies, brand owners, consumer portals, retailers and others. Exent's product line supports multiple solutions, including digital distribution of video games, cross-platform enablers, in-game advertising and community building solutions. Exent's digital distribution solutions supports both 2' and 10' environment and all standard business models - ad-based, purchase, subscription, rental, and try-before-you-buy, utilizing its leading streaming and DRM platform.

Company: Fire International Ltd
Booth/Stand: 2228 UK Pavilion
Media Contact: Phil Holmes
Investor Relations Contact: Jason Cooper
Phone: +44 (0)1302 325225
E-mail: marketing@fire-international.ltd.uk
Web: www.xploder.net

FIRE develop, manufacture and supply worldwide a comprehensive range of console and PC based media management and video game enhancement utilities under the Xploder and Blaze brand-names. As an MPEG4/AAC licensee, Fire provide advanced media conversion of video and music for use on PSP, 360, PS2, DS, Mobile Handsets and iPod as a single access point. Cross-platform media management solutions are available for all media, whatever the system. Fire provide OEM solutions for own-label product ranges across a wide variety of accessories, hardware and software. Products include: PSP Movie Player, Xbox 360, iPod and PS2 Media Centers and NDS CheatSaves.

Company: Funcom
Booth/Stand: 2208 West Hall
Ticker Symbol & Exchange: FUNCOM (Oslo Stock Exchange)
Media Contact: Jorgen Tharaldsen
Investor Relations Contact: martin.hoff@funcom.com
Phone: +47 22 92 59 00
E-mail: pr@funcom.com
Web: <http://www.funcom.com>

Funcom is an independent developer and publisher of online games for PC, consoles and mobile platforms. Funcom has provided outstanding entertainment since 1993 and continues to expand its track-record of more than twenty released games to date. Recent successes include The Longest Journey, Anarchy Online and Dreamfall: The Longest Journey. Upcoming titles include Age of Conan, Dreamfall (Europe) and Anarchy Online - Lost Eden. Funcom is listed on the Oslo Stock Exchange under the ticker FUNCOM. More information can be found at www.ageofconan.com, www.anarchy-online.com; www.dreamfall.com and www.funcom.com.

Company: Game Outlet Europe
Booth/Stand: Kentia Hall, 6509
Media Contact: Mikael Broden
Phone: +46 704 46 57 62
E-mail: mikael.broden@gameoutlet.se
Web: <http://www.gameoutlet.se>

Game Outlet Europe is one of Europe's leading wholesalers, specialized in mid- and low price sales as well as close out deals. Game Outlet Europe are currently buying and selling on all continents.

Company: GameShastra Inc.
Booth/Stand: 6701
Media Contact: Prakash Ahuja
Phone: 732-619-4131
E-mail: ahuja@gameshastra.com
Web: www.gameshastra.com

GameShastra Inc. is India's largest provider of Game Testing Services. Our expertise spans all the gaming platforms - PCs, Consoles, Handheld, Mobiles and Online. And in all facets of testing - Functionality, Compatibility, Game-play, Certification and MMOG. Our

large team of professional testers located in India enables us to provide the highest quality of testing services at aggressively low prices. Our labs are equipped with the best of breed equipment in hardware, software, networking, and Internet bandwidth. We also adopt well-established quality standards and processes, enabling us to consistently detect and log all the defects in the shortest test cycle times.

Company: GAMESweet Software, Inc.

Booth/Stand: 6700

Media Contact: Stacey Sandvoss

Phone: (207) 875-2820

E-mail: info@gamesweet.com

Web: www.gamesweet.com

Be your own 3D video game designer! GAMESweet Software proudly presents the next revolution in PC game play with a new breakthrough in entertainment software entitled VIDEO GAME TYCOON! This exciting product challenges the creativity and imagination in all who play it and contains a new feature that makes this game truly unique. The abundant choices for environments, terrains, tracks, obstacles, vehicles, characters, upgrades and even cheats give users infinite possibilities in creating levels. VIDEO GAME TYCOON includes a robust tutorial and help system that assists in level creation by even the youngest of players. Expansion packs are also available.

Company: Ghostlight Ltd.

Booth/Stand: West Hall, stand 2800

Media Contact: Sam Collins

Phone: +44 01279 858 000

E-mail: sam.collins@ghostlight.uk.com

Web: www.ghostlight.uk.com

Ghostlight are a global publisher of the very finest full price video games. Based in the UK, Ghostlight has an extensive network of contacts across the major territories giving our development partners the best possible exposure for their titles. Ghostlight publishes new intellectual property as well as re-publishing and localising games that have been released in different regions. In all cases, and irrespective of platform, Ghostlight maintains a high quality threshold for their releases. At E3 Ghostlight will be unveiling new titles including Spin Out and World of Pool on PSP and Digital Devil

Saga on PS2.

Company: Glu Mobile
Booth/Stand: Mobile Gaming Pavilion
Media Contact: Kathy deLeon, 415-503-3921
Investor Relations Contact: Rocky Pimentel
Phone: 415-503-3921
E-mail: glu@altapr.com
Web: www.glu.com

Glu Mobile is a leading developer and global publisher of mobile entertainment. Glu's portfolio of games, ringtones, wallpapers and information applications include both original titles and entertainment based on major brands from Atari, Cartoon Network, Celador International, FOX Sports Interactive, Harrah's, Hasbro, PlayFirst, PopCap Games, Sega and Twentieth Century Fox. Based in San Mateo, California with offices in Hong Kong, London and Manchester, Glu is funded by top venture firms NEA, BA Venture Partners, Granite Global Ventures, Sienna Ventures and Globespan Capital Partners, and by Time Warner Investments. Consumers can find fresh entertainment created exclusively for their mobile phones wherever they see the 'g' character logo or at www.glu.com. Glu Mobile's booth is in the Mobile Gaming Pavilion, Booth A in Kentia Hall.

Company: Griffin Technology
Booth/Stand: West Hall, Booth 2146
Media Contact: Jason Litchford / Rob Fleischer
Phone: 615.399.7000
E-mail: jason@griffintechnology.com / rob@sandboxstrat.com
Web: www.griffintechnology.com

Griffin Technology, innovator of the world's most advanced iPod accessories, will be exhibiting their newest lineup of accessories for PlayStation Portable. Griffin recently announced its entry into the videogame accessory market with the introduction of PSP versions of the world-famous iTrip, iFM and SmartShare. Griffin has earned its reputation as the creative leader in ingenious peripherals and accessories for Mac, PC, iPod and PSP. Griffin's products range from audio, video, USB, Firewire and more.

Company: Honor Games International (HGI)
Booth/Stand: Booth 968, South Hall

Media Contact: CY Ho
Phone: +65 968 23 067
E-mail: ask@hgigames.com
Web: www.hgigames.com

Honor Games International (HGI) provides compelling interactive entertainment for gamers. Headquartered in Singapore with offices in Xiamen and Beijing, our 70 staff underlines our strengths in games development. We have a portfolio of three MMORPGs: The Qing Dynasty(DaQing), IMMORTALS(Aoshen Zhuang) and ORIGINS(QiYuan). In 2006, we have been commissioned by China Basket Open to develop an online basketball game. Our recent PC offerings include the Zodiac Games, a companion to Singapore's 1st 3D animation movie supported by the Media Development Authority of Singapore

Company: IDEA games
Booth/Stand: 6909 & 7531
Media Contact: Jiri Rydl & Robert Hoffmann (7531)
Investor Relations Contact: Jiri Jakubec (6909)
Phone: +420 257 189 564
E-mail: info@idea-game.com
Web: <http://www.idea-games.com>

IDEA stands for an Independent DEvelopers Association, founded in November 2005 by three large game development studios: Bohemia Interactive Studio (Armed Assault), ALTAR Games (UFO: Afterlight) and Black Element Software (Alpha Prime). IDEA Games saves both precious time and money for its members, allowing them to focus on the areas they know best - game development.

Company: Infocomm Development Authority Singapore
Booth/Stand: 968, South Hall
Media Contact: Jesmin Tan (Singapore); Ephraim Cohen (US)
Phone: +65-6211-091719172155413
E-mail: jesmin_tan@ida.gov.sg / cohen@fortexgroup.com
Web: www.gxa.org.sg

The Singapore Games Exchange Alliance Is Asia's Gateway for Digital Games. The alliance, initiated by the Infocomm Development Authority of Singapore, offers game developers, publishers and service providers a full suite of development and deployment solutions with market access to 13 countries in Asia. The Games Exchange Alliance

partners will be showcasing at E3 South Hall Booth 968 cross-platform technologies for MMOGs, new game titles and game services and outsourcing support to help international partners put titles into the hands of Asian gamers. For more information on GXA, email us at info@gxalliance.org and visit www.ida.gov.sg or www.gxalliance.org.

Company: Innex, Inc.

Booth/Stand: Kentia Hall, 7612

Media Contact: Titi Ngoy

Investor Relations Contact: Titi Ngoy / Joey Ngoy

Phone: 626-633-0555

E-mail: support@innexinc.com

Web: www.innexinc.com

Innex, Inc. is a unique company that works closely with many manufacturers worldwide to develop and distribute products in various industries. Whether it's a product or design we carry currently or something that you are interested in, we can get our hands on about anything out there in terms of Electronics. With the video game industry being one of the more lucrative industries to be a part of, we put forth our very best effort to supply quality peripherals to our clients worldwide for all gaming consoles. In turn, our clients do see the opportunity to maximize their profits as well as gain a competitive advantage. Founded a little over 2 years ago, Innex has grown exponentially in terms of clients, support staff, volume distribution, and warehouse size. We are currently serving clients in Asia, Australia, Europe, Africa, South America, North America, and welcome you to join us.

Company: I-play

Booth/Stand: 2566, West Hall

Media Contact: Lauren Omond; +44 (0)7743 953 936

Investor Relations Contact: Krishna Gidwani; +1 415 640 6232

Phone: +44 (0) 1383 723 234

E-mail: lauren.omond@iplay.com / krishna.gidwani@iplay.com

Web: www.iplay.com

I-play brings the best in mobile entertainment to an audience of half a billion people via mobile operators, retail stores and online portals, including www.iplay.com. I-play has been creating mobile games since 1998 and continues to spearhead the creation of mobile entertainment for the next generation. As one of the world's longest

established and respected creators of mobile entertainment, the I-play brand stands for quality and the best in mobile development.

Company: Jadestone Group
Booth/Stand: West Hall, 2352
Media Contact: Marcus Legler
Investor Relations Contact: Patrik Roos
Phone: +468240501
E-mail: marcus.legler@jadestone.se
Web: www.jadestone.se

Jadestone Group is a leading creator and multi-platform developer of internationally acclaimed and award-winning mobile and online multiplayer games. The company develops both proprietary game formats and games based on leading external IP's together with leading international media companies and publishers. Among recently developed products are Championship Manager Online, the award-winning e-sports series and the Game of the Year award-winning mobile smash hit Kodo.

Company: Jetro-LA
Booth/Stand: 6401
Media Contact: Emily Ohno
Phone: (213) 624-8855 ext.127
E-mail: emily_ohno@jetro.go.jp
Web: www.jetro.org/EPJ

Computers are no longer used only for emailing. They can be used for blogging, chatting and playing games. Likewise, mobile phones are not only for talking, but also for taking pictures, listening to music, watching movies, making credit card purchases and playing games. While the game industry is focused on next generation video games, interactive media such as the Internet and mobile networks have become extremely popular and attracted diverse customers. Where did you see those trends first? Yes, Japan--the country known for its distinguished ideas and technologies.

Company: K2 Network, Inc.
Booth/Stand: Kentia Hall, Rm #6820
Media Contact: Jeannie Hong
Phone: 415-713-4281
E-mail: jeannie.hong@k2network.net
Web: www.k2network.net

K2 is a gamer-focused online entertainment company. We source highly addictive, engaging games from developers and publishers worldwide and then deliver them to the western world through publishing and marketing, technology infrastructure, customer service, and billing and game mastering. K2 Network currently offers War Rock, Knight Online, Global MU Online and FX Golf. Company headquarters are in Irvine, Calif. More information can be found at www.k2network.net.

Company: Mad Catz Inc.

Booth/Stand: MR 513

Ticker Symbol & Exchange: AMEX: MCZ

Media Contact: Dave Tractenberg, 310-593-4719

Investor Relations Contact: Jaffoni & Collins Incorporated

Phone: Joe Jaffoni, 212-835-8500

E-mail: mcz@jcir.com

Web: www.madcatz.com

Mad Catz is a worldwide leader of innovative peripherals in the interactive entertainment industry. Mad Catz designs and markets a full range of accessories for video game systems and publishes video game software, including the industry leading GameShark brand of video game enhancements. Mad Catz has distribution through most leading retailers offering interactive entertainment products. Mad Catz has its operating headquarters in San Diego, California and offices in Canada, Europe and Asia. For additional information go to www.madcatz.com.

Company: McCabes

Booth/Stand: West Hall 2400

Media Contact: Jeff Meek

Phone: +44 7774 426350

E-mail: e3@mccp.co.uk

Web: www.mccp.co.uk

McCabes is a leading, independent professional services provider specialising in Technology Entertainment sectors. While much of McCabe's corporate finance activity revolves round the raising of funds for clients within the games sector, the firm has also delivered solutions for clients ranging through mergers, disposals, start-ups and every variation of buy-in or buy-out, frequently making use of in-depth research to identify opportunities. Example projects include

strategy reports, international market development, advising on accounting policies, Royalty audits, highly successful Research & Development tax credits, share valuations, staff share option schemes, business plans, financial models, due diligence for funders and acquirers.

Company: Midas Interactive Entertainment Ltd.

Booth/Stand: West Hall, 2800

Media Contact: Sam Collins

Phone: +44 1279 858 000

E-mail: sam.collins@midasinteractive.com

Web: www.midasinteractive.com

Midas are a leading European publisher of budget priced video games. We support all the major platforms including PlayStation 2, PC CD-Rom, digital download, mobile phone and hand held computers. We aim to offer the very best value for money products in the market. Our business model works with over 9 million units sold on the Sony platforms alone. At E3 we will be unveiling our exciting range of forthcoming products and looking to secure new games for future release.

Company: Mythic Entertainment

Booth/Stand: 2472, West Hall

Media Contact: Eddiemae Jukes

Phone: (415) 777-4000

E-mail: press@mythicentertainment.com

Web: www.mythicentertainment.com

Mythic Entertainment is celebrating 10 years as one of the most successful developers and publishers of MMORPGs in the world. Mythic is best known for Dark Age of Camelot(R) which is played in almost every country in the world and has been translated into six languages. Mythic is currently developing, Warhammer(R) Online: Age of Reckoning(TM) which will be available in 2007. Mythic's success is based in proprietary technology, superior game design and exemplary customer service.

Company: NCsoft

Booth/Stand: 1046, South Hall

Ticker Symbol & Exchange: KSE:036570.KS

Media Contact: David Swofford (dwofford@ncsoft.com)

Investor Relations Contact: Brian Min (brian@ncsoft.net)

Phone: 512-498-4002

E-mail: prna@plaync.com

Web: www.ncsoft.com

NCsoft(R) North America is headquartered in Austin, Texas and is a wholly-owned subsidiary of Korea-based NCsoft Corporation. NCsoft, with its own development and publishing offices in Texas and California, also works with other NCsoft subsidiaries and third party developers throughout North America to develop and publish innovative online entertainment software products. The company has successfully launched multiple online titles in the last three years and continues to support its AAA franchises that include Lineage(R)/Lineage II(R), City of Heroes(R)/City of Villains(TM), Guild Wars(R)/Guild Wars Factions(TM) and Auto Assault(R). More information about NCsoft can be found at <http://www.plaync.com>.

Company: NOKIA N-GAGE

Booth/Stand: SOUTH HALL, 900

Ticker Symbol & Exchange: NYSE: NOK

Media Contact: CHOCOLATE COMMUNICATIONS

Investor Relations Contact: Nokia Inc.; +1 914 368 0555

Phone: PST: 1 604 649 9601

E-mail: n-gage@chocolatecom.co.uk

Web: <http://www.n-gage.com/e3/>

Nokia is driving forward the future of mobile gaming by making it simple for people to find, buy and play the best quality mobile games available. This means that in 2007, you will be able to select from a range of Nokia devices that support an always on, always connected mobile gaming experience. With games that are easy to pick up, but hard to put down, Nokia is transforming the way you play. Come check out the future of mobile gaming at South Hall, Booth #900.

Company: Novint Technologies, Inc.

Booth/Stand: 6709

Media Contact: Antonia Chappell

Phone: 866.298.4420

E-mail: pr@novint.com

Web: www.novint.com

Novint develops, markets, and licenses technology that adds

high-fidelity interactive touch to games. In 2007 we will introduce the Novint Falcon, the first 3D touch controller designed for consumer use. The Falcon lets players feel weight, shape, texture, dimension, and force effects when playing touch-enabled games. Until now, the high cost of haptic devices made 3D touch impractical for consumer applications. The Novint Falcon is designed to retail for under \$100 in mass market quantities and performs comparably to commercial devices that cost thousands of dollars, making realistic 3D touch in games possible and practical for the first time.

Company: Octagon Entertainment, Inc.

Booth/Stand: Kentia Hall, 6925

Media Contact: Dana Cowley

Phone: 919.918.4111

E-mail: dana@octagon1.com

Web: www.octagon1.com

With over 12 years of experience, Octagon Entertainment is committed to providing its customers with every aspect of game creation from start to finish. Octagon utilizes a network of over 1,500 contractors worldwide as well as in-house producers, designers and QA testers to deliver high quality game content at a lower cost. Octagon's extensive experience with licensors and overall goal of customer satisfaction assures customers receive the optimal product for both their needs and budget. Octagon is currently developing games for PS2, NDS, PSP, GBA and PC.

Company: Play Ten Interactive

Booth/Stand: N_7121, Kentia Hall

Media Contact: press@playten.com

Investor Relations Contact: alex@playten.com

Phone: 7 (495) 401-37-55

E-mail: info@playten.com

Web: <http://www.playten.com>

Play Ten Interactive (PTI) is an independent publisher and developer of games and interactive entertainment software. Company was founded in 2005 and is headquartered in Russia, Moscow. Company's objectives: Extensive acquisitions of high quality games for publishing in former USSR. PTI is interested in all main sectors of PC Products, such as Games, Educational programs, Family titles, Kid games. PTI is also partnering with developers across the world to

produce high quality products for international markets. On E3, PTI will be showcasing the games "Precursors", "The Wall", "Battle for Atlantis", "White Gold", "Syberian Conflict".

Company: Pyramat LLC

Booth/Stand: Kentia Hall, Booth 6559

Media Contact: Tracy Garcia, CarryOn Communication

Phone: 323-988-4662

E-mail: pyramat@carryonpr.com

Web: www.pyramat.com

Founded in 1999 and based in Los Angeles, Pyramat LLC (www.pyramat.com), designs, manufactures, and distributes its original line of "sound furniture" for gaming and entertainment enthusiasts. Pyramat's ergonomically designed sound furniture enables users to feel all of the action from video games or movies, and to feel audio tracks from music. As the originators of "sound furniture" Pyramat pioneered the video game furniture category and continues to produce award winning quality products with unparalleled audio clarity and sophisticated design.

Company: Qmotions, Inc.

Booth/Stand: 2116, West Hall

Media Contact: Devin Parr

Investor Relations Contact: Amro Albanna

Phone: 323.202.1072

E-mail: devin.parr@edelman.com

Web: <http://www.qmotions.com/>

Qmotions, Inc. is an innovative developer of sophisticated, state-of-the-art PC/Console-based gaming technologies that incorporate "full-motion" participation from players. Qmotions' peripherals allow gamers to enjoy their favorite baseball, golf, racing, skateboarding and snowboarding games with arcade-style controls that enable live-action gameplay. This technology, which appeals to gamers, sports fans and fitness enthusiasts alike, not only enhances the interactive experience but also turns video gaming into a physical activity.

Company: Razer

Booth/Stand: Kentia Hall, 7147

Media Contact: Lia Guerrero

Phone: 858-764-2454

E-mail: lia@razerzone.com

Web: www.razerzone.com

Razer(TM), a leading manufacturer of high-end precision gaming peripherals, will showcase the new Barracuda(TM) Integrated Audio System and the Tarantula(TM) gaming keyboard at E3 2006. With these new product lines and others, Razer has answered the gamers cry for high-quality, high-performance hardware. Razer's superiority in gaming peripherals stems from its ability to understand and conceptualize hardware that gamers need and thereafter bring the product from drawing board to retail shelves. Both new products will be available for hands on demonstrations in Kentia Hall meeting room 7147.

Company: Respondez (Spanco Telesystems & Solutions)

Booth/Stand: Booth 6761, Kentia Hall

Ticker Symbol & Exchange: Spanco, Bombay Stock Exchange

Media Contact: Venkat Sankaran

Phone: 714 425 8023

E-mail: venkat@respondez.com

Web: www.respondez.com

Respondez is the Global BPO brand of Spanco Telesystems and Solutions Ltd, a 4,000 employee strong leader in customer support and business process outsourcing. Headquartered in Mumbai, India, Spanco's solutions are implemented through global delivery centers. Respondez has developed expertise in implementing multiple processes for our gaming clients, including several leaders in the global gaming industry. Respondez Solutions to gaming clients include:

- Multi-lingual Customer Support
- Technical Support (installation, configuration, troubleshooting across platforms)
- E-mail Response Management
- Live Chat Support
- Game Hints & Tips
- Forum Moderation
- FAQ Creation & Maintenance
- User Warranty Registration & Processing
- Market Research

Company: RTI - Research Technology Int'l

Booth/Stand: 7618

Media Contact: Sherwin Berger; Scott Jahnke
Phone: 847-677-3000
E-mail: sberger@rtico.com; sjahnke@rtico.com
Web: discchek.com

The RTI ECO DVD, CD, & Game Disc repair products are the best available anywhere! They use a variety of Patented Micro-Abrasive Pads and utilize 'Microprocessor Controlled Flat Polishing Technology' for the most precision repair possible! Use the ECO products as a 1 minute buffer or repair even deeply scratched discs to restore them to better-than-new condition over and over again keeping the disc perfectly flat and in playable condition! The 3 ECO products can handle single discs or can be automated handling up to 50 discs at a time for unattended operation.

Company: Scanavo Ltd.
Booth/Stand: 6655
Phone: 1-403-250-6855
E-mail: sales@scanavo-ltd.com
Web: www.scanavo.com; www.stealbook.com

Scanavo is a manufacturer and importer of disc media packaging, with reach to a global customer base. Scanavo focuses on unique and innovated packaging solutions in both plastic and metal cases, catering to the gaming, software and movie industry.

Company: Schanz Consultants & Interactive
Booth/Stand: MR 6837/Kentia Hall
Media Contact: Dirk Dingler, dirk@schanzgames.com
Investor Relations Contact:
Phone: +49 (0) 6326 6010
E-mail: +49 (0) 6326 7241
Web: www.schanzgames.com

Schanz International Consultants is a leading specialist in licensing services between developers & publishers in the industry since 1998. A dedicated and experienced professional team maintains an active networking to ensure efficiency that goes far beyond the traditional definitions of licensing services. For developers, SIC manages strategic solutions and promotion of product amongst press and publishers, negotiations, closure of meaningful deals and project management. Publishers can count on a wide spectrum of games at all

times on various platforms to consider for acquisition. There will be several "First Looks" titles from partner studios at E3 2006. More at www.schanzgames.com.

Company: SDW Games
Booth/Stand: 6758
Phone: 858-549-8889
E-mail: rona@sdwgames.com
Web: www.sdwgames.com

SDW Games, Inc. is an independent developer and publisher of interactive Virtual TV Games. Since inception, we have garnered awards for outstanding gaming in the U.S. and Europe. We offer virtual reality TV video games that are designed to plug directly into Television Sets or VCR with AV inputs. The games are interactive; they make you play like you are in a real game. They are exciting and provide a fun alternative to getting exercise at home. They are great for all ages! Contact us for more information.

Company: Sencore, Inc.
Booth/Stand: 846
Media Contact: Jeff Murray
Phone: 1.605.339.0100
E-mail: sales@sencore.com
Web: <http://www.sencore.com>

Sencore, Inc. designs, manufactures, and markets innovative electronic test equipment and solutions for technical professionals throughout the world in a variety of high-tech electronic markets. Sencore products are designed to provide innovative solutions for video processing, distribution, and service. From the broadcast studio to the cable system, to the end user, Sencore provides time-saving test and calibration instruments that quickly monitor and diagnose problems. We provide the products and services our customers need for them to remain competitive. Sencore is committed to your success with an exclusive product line and the absolute best technical support in the industry.

Company: SMART BrainGames
Booth/Stand: 6022
Media Contact: Lindsay Greco
Phone: 760-613-0901

E-mail: lgreco@smartbraingames.com

Web: www.smartbraingames.com

SMART BrainGames using exclusive NASA technology has developed a next generation mind-machine interface for off-the-shelf PlayStation and XBOX video games. Using simple sensors that actively monitor real time brain wave activity, signals are sent to a modified game controller that changes the speed and steering capability of the game. As the brain becomes more engaged and active the game player realizes increased control within the video game itself placing the player literally in the 'drivers seat'. According to company CEO Domenic Greco, Ph.D., "working directly with NASA we have created IP in gaming that already extends well beyond Nintendo's Brain Training. We have additional IP that will extend the useful life of older games providing a unique interface. Think of it as a real life 'Jedi' Training."

Company: SpeedTree / IDV

Booth/Stand: 1538

Media Contact: Kevin Meredith

Phone: (803) 356-1999, ext. 10

E-mail: meredith@idvinc.com

Web: www.speedtree.com

SpeedTree(R)RT, the 2005 Front Line Award winner for Middleware, delivers low-polygon, beautiful and highly realistic trees and plants, with natural wind effects, seamless LOD transitions, and an included library of 1,000 models based on more than 200 core species.

SpeedTreeRT includes SpeedTreeCAD, a Windows application used to create and edit trees in real-time. Users of SpeedTree include SEGA, THQ, Microsoft Game Studios, Ubisoft, Bethesda Softworks, Webzen and Mythic Entertainment. SpeedTree, featured in The Elder Scrolls IV: Oblivion, is available in next-generation versions and may be evaluated for free.

Company: Spherex Inc

Booth/Stand: 6253

Media Contact: Terry Allen

Phone: 416-321-6211

E-mail: terrya@spherexinc.com

Web: www.spherexinc.com

Spherex Inc., manufacturer of the revolutionary and award winning Xbox 5.1 360-degree Digital Surround Sound System. A subsidiary of top speaker manufacturer Audio Products International (API), innovation is Spherex's major selling point in the home theatre and gaming industries. Spherex "Optimized Surround Sound" employs the best in audio technology, setting a new reference standard for digital audio, and is the complete multimedia audio solution created specifically for gaming with all console platforms, including Xbox 360(TM), and PC platforms. It transforms gaming, home theatre and music into an authentic representation of realism beyond belief!

Company: SplitFish GameWare Inc
Booth/Stand: 6301, Kentia Hall
Media Contact: Cisco Schipperheijn
Investor Relations Contact: Ken Tettersington
Phone: (780) 485-1257
E-mail: ken@splitfish.com
Web: www.splitfish.com

SplitFish GameWare develops unique hardware accessories for the video game industry. At E3 - 2006 we are releasing two new products for the Sony Playstation.

1) The GlideFx is an ergonomic controller which features a track ball for smooth and long term game play.

2) The GameFx is an Optical controller that is designed for competition gamer players.

Stop by our booth 6301 and see these and our EyeFx 3D Adapter as well as our DualFx with the Laser Guidance System. Investors and VenCaps contact ken@splitfish.com to arrange meeting times. Media - stop by the booth and see what the buzz is about.

Company: Swedish Trade Council
Booth/Stand: 2352, West Hall
Media Contact: Jeannine Schechter, (310) 482-3463
Investor Relations Contact: Tomas Norling, (312) 420-5743
Phone: (312) 420-5743
E-mail: tomas.norling@swedishtrade.se
Web: www.swedishtrade.com/usa

One of the exciting news presented from Sweden is "The Da Vinci Code 3D" - A thrilling third person adventure game unlike anything you have ever seen on your mobile. The game is developed by SouthEnd Interactive. Other Swedish companies exhibiting are Berazy Mobile Entertainment, Custom Red Software Studios, Gamefederation, Gameport, Hjemmet Mortensen, Illuminate Labs, Jadestone Group, Jungle Peak Studios, Lockpick Entertainment, Mobilico, Nordic GEN, Northern Light Game Network, PAN Vision and Terraplay. The Swedish Trade Council's 480 employees in more than 40 countries worldwide work through Swedish embassies, consulates and local chambers of commerce to promote Swedish exports on behalf of the Swedish industry and government. For more information, please visit www.swedishtrade.com/usa.

Company: Telefilm Canada (Canada Pavilion)

Booth/Stand: West Hall, 2108

Phone: (514) 283-6363

E-mail: marches.markets@telefilm.gc.ca

Web: www.telefilm.gc.ca

Telefilm Canada is a federal cultural agency dedicated to the development and promotion of the Canadian audiovisual industry. Telefilm provides financial support to the private sector to create distinctively Canadian productions that appeal to audiences domestically and internationally. The Corporation also administers the funding programs of the Canadian Television Fund. As an instrument of federal government policy, Telefilm provides support to Canada's audiovisual industries to create cultural programs and products that reflect the diversity of Canada, for the benefit of Canadian audiences. Through its programs, Telefilm serves three sectors of the Canadian industry: feature film, television and new media. Website: www.telefilm.gc.ca

Company: The ANT Commandos, Inc.

Booth/Stand: 6705

Media Contact: Raymond Yow

Phone: 909-319-0983

E-mail: ryow@edirecx.com

Web: <http://www.theantcommandos.com>

The ANT Commandos (TAC), headquartered in Chino, California, is a leading designer, manufacturer and distributor of innovative peripherals and accessories for the interactive entertainment

industry. Focused on Simplicity, Interactivity and Mobility, the company creates new and exciting video game products, which are distributed worldwide via major retailers and resellers. New offerings for the PlayStation(R)2 platform include the Shredder Guitar Controller, which has been designed for use with the Guitar Hero game, and the FIFA 2006 Interactive Soccer Pad. More information about TAC and its products is available on the company's web site at www.theantcommandos.com.

Company: Torus Games
Booth/Stand: Kentia Hall, 2240
Media Contact: Bill McIntosh
Phone: +613 9874 5322
E-mail: bill@torus.com.au
Web: www.torus.com.au

Torus began its life in 1994 with a contract to convert The Lost Vikings to Sega Gamegear. As soon as we started the business, our friends around the industry gave us their support and helped us to build to what is today, a one-stop shop for video game design and development. With 50 staff, over 50 titles delivered, and more than 12 years in business, Torus can only keep getting better. Publishers always develop more than one title with Torus which is strong testimony to the quality of their experience in working with us..

Company: track7games
Booth/Stand: Kentia Hall, Booth 6045
Media Contact: Vicky Valanos, Managing Director
Phone: +30211 1000777 ext. 131
E-mail: valanos@track7games.com
Web: www.track7games.com www.theseisgame.com www.track7inc.com

track7games is a newly-established software game development division of track7 inc. We are the first Greek team to develop an original adventure game due to premiere on PC in early 2007. Theseis is a conspiracy fantasy epic set in an Athens brewing with mystery, intrigue and action, where mighty organizations battle beneath the cloak of normality. Innocents are caught in the crossfire, and one must muster all his wits if he is to survive and prevail against all odds. Theseis uses cutting edge technology and is currently developing its own graphics engine which is being tailored to bring an extraordinary visual experience to the player's eye.

Company: True Player Gear Inc.
Booth/Stand: West Hall, 2108
Media Contact: Bertrand Nepveu
Phone: 514.448.6831
E-mail: info@trueplayergear.com
Web: www.trueplayergear.com

True Player Gear is a start-up that is designing and manufacturing a virtual reality helmet that will enable most of the games on the Microsoft Xbox(R) 360 to be played in 3D with the use of stereoscopy. In the games that support a free look mode, the head-tracking unit included with the helmet will synchronize the head movements of the player with the virtual environment in the game in order to make the gameplay more immersive. The product will be available for purchase online at www.trueplayergear.com during the second half of 2006.

Company: Turbine, Inc.
Booth/Stand: West Hall, Booth 2900
Media Contact: Stacey Clement
Phone: 617-585-5774
E-mail: sclement@360publicrelations.com
Web: www.turbine.com

Turbine, Inc. is a premier developer, publisher and operator of online subscription entertainment and is headquartered in Westwood, Massachusetts. The company is one of the largest privately-held online games company in North America. Turbine's catalogue includes some of the most famous online entertainment brands, including Asheron's Call(R), DUNGEONS & DRAGONS ONLINE(TM): Stormreach(TM), and The Lord of the Rings Online(TM): Shadows of Angmar(TM). For more information on Turbine and its services, please visit www.turbine.com or for media inquiries please contact Stacey Clement at 617-585-5774, sclement@360publicrelations.com.

Company: Univenture, Inc.
Booth/Stand: Kentia Hall, 6627
Media Contact: Doris Emich, Antarra Communications
Phone: 203-663-1406
E-mail: demich@antarra.com
Web: www.univenture.com

Univenture has been designing and manufacturing media packaging for leading companies in the entertainment, software and publishing industries since 1988. The dedicated focus of the Univenture team has resulted in numerous industry awards and accolades for its innovation, commitment to customers and sales growth. Globally anticipating and meeting customer needs, Univenture has sales and manufacturing operations in Marysville, Ohio; Reno, Nevada; Dublin, Ireland and the Dongguan province of China.

Company: Vancouver Film School

Booth/Stand: 6505

Media Contact: Janet Cacchioni

Phone: 604-685-5808

E-mail: jan@vfs.com

Web: www.vfs.com

VFS offers a proven education for everything you see, hear, and experience in the entertainment industry--and that definitely includes Game Design. At VFS, our campus is your studio, and your creativity is the lesson plan. With programs in Film Production, Classical Animation, 3D Animation & Visual Effects, Digital Character Animation, Game Design, Digital Design, Sound Design, Makeup Design, Acting and Writing for Film & Television, Foundation Visual Art & Design, and Entertainment Business Management, our hands-on curriculum connects students to the people, industries, and ideas shaping these disciplines, and the completion of an original demo reel or portfolio of work is the ultimate preparation for a career after one year.

Company: Viva Media LLC

Booth/Stand: Kentia Hall, 7046

Media Contact: John DeFeo

Investor Relations Contact: Eve Seber

Phone: 212-431-4420

E-mail: mail@viva-media.com

Web: www.viva-media.com

Viva Media, LLC is a privately owned New York company dedicated to publishing a wide array of interactive content of the highest standards. The company's collection of more than 100 multimedia titles tout more than 50 awards for excellence in publishing.

Company: VMC Game Labs

Booth/Stand: Kentia Hall, 6623

Ticker Symbol & Exchange: NYSE: VOL, parent to VMC

Media Contact: Michelle Bowman; 425.761.0885

Investor Relations Contact: Ron Kochman, Volt Information Sciences

Phone: 425.558.7700

E-mail: michelleb@vmc.com

Web: www.VMCGameLabs.com

Helping companies bring high quality products to market, VMC Game Labs (www.vmcgamelabs.com) is the largest independent game testing company worldwide. VMC delivers high quality testing and support for video games, consoles, peripherals, and other home entertainment devices. VMC offers project-based services in product development, software and hardware testing, technical communications, corporate helpdesk, management consulting, IT implementation, data center services, technical support, and outbound sales. Headquartered in Redmond, WA, VMC has offices across North America, Europe, and Asia, and is a wholly owned subsidiary of Volt Information Sciences, Inc. (NYSE: VOL). Contact VMC at info@vmc.com or call, 877.393.8622.

Company: VoodooPC

Booth/Stand: South Hall, 324

Media Contact: James Little, Pacific Media Partners

Phone: 310.566.7862

E-mail: jamesl@pacificmediapartners.com

Web: www.voodoo pc.com

VoodooPC is the world's leading architect of highly personalized, one of a kind high performance PCs - a true innovator of technology. Founded in 1991 with the belief that they could revolutionize the PC world with exotic designs and advanced engineering techniques typically unseen in the computer industry, Voodoo has since become the world's foremost high-performance PC expert. Dedicated to delivering leading-edge performance, style and craftsmanship to discerning PC enthusiasts, Voodoo is ever evolving and continues to engineer perfectly designed, well-balanced, work of art "machines" that inspire and enable individuals to reach great possibilities. For more information, visit www.voodoo pc.com.

Company: Western Digital

Booth/Stand: Kentia Hall, 6617

Ticker Symbol & Exchange: NYSE: WDC

Media Contact: Constance Griffiths, Karen Mazzei

Investor Relations Contact: Bob Blair

Phone: 949.672.7000

E-mail: pressrelations@wdc.com

Web: www.westerndigital.com

Western Digital is a data storage pioneer and a longtime leader in the hard drive industry. Customers worldwide rely on WD hard drives in desktop and notebook computers, corporate networks, mobile and handheld devices, and home entertainment applications to keep data secure and close at hand.

Company: Wild Tangent

Booth/Stand: MR 2773

Media Contact: Media Relations at WCTV

Phone: 212 445 8220

E-mail: Mediarelations@wctv.com

Web: www.WildTangent.com

WildTangent is the premier publisher of online and downloadable games and a pioneer of in-game and around-game advertising solutions. The company publishes over 200 leading 1st and 3rd party game titles through the WildTangent games network, comprised of Wildgames.com, leading PC Manufacturers, ISPs, and portals. From family friendly games like the Polar franchise to popular action adventure titles such as Fate. In 2005 WildTangent won major OEM distribution deals that ship The WildTangent games console directly on the desktops of over 60% of PCs in North America. WildTangent is revolutionizing the casual gaming market through WildCoins the first micro-currency, offering an Arcade style payment system..

Company: YooStar Ltd

Booth/Stand: West Hall, 2400

Media Contact: Gordie Ross

Phone: +44 7785 982 324

E-mail: gordie@yoostar.com

Web: www.YooStar.com

YooStar Ltd is a female and family Interactive Entertainment Publisher. The company is the only company in Europe Dedicated to publishing big budget Interactive Entertainment product.

Note to Editors: Business Wire's PressPass allows you to create free, custom Web, RSS, and email-based news feeds from more than 160 industry options, dozens of subject categories and thousands of geographic preferences as well as by specific company filters. In addition, PressPass subscribers have access to exclusive content, experts, company profiles, email alerts, survey services and other media services.

Note to Event Organizers: Add your trade show, conference, or event to www.tradeshownews.com, Business Wire's online event calendar. For information, email tradeshow@businesswire.com.

Contacts

Business Wire Global Event Services

310-820-8473, ext. 602