

Fathammer Launches Games for BREW®

(June 1, 2005) Fathammer announced today its support for QUALCOMM's BREW solution. With its planned launch of 16 advanced 3D games developed for the BREW solution, Fathammer plans to become a major player in the North American 3D mobile games market in 2005.

"We are very excited about delivering our extensive portfolio of 3D multiplayer games to BREW handsets, and thrilled that, as a European company, the BREW solution has provided us an entryway into the North American mobile market," said Matti Airas, CEO for Fathammer. "BREW handsets, with their native-execution environment, graphics and performance-enhancing functionality, provide the best overall mobile gaming experience in the world."

"QUALCOMM is pleased to welcome Fathammer into the growing ranks of prestigious BREW publishers and developers delivering the latest advanced 3D games to the mobile community," said Mike Yuen, director, the Gaming Group for QUALCOMM Internet Services. "As one of Europe's premier mobile 3D game developers, Fathammer's addition to the BREW community demonstrates continued growth and support for BREW gaming around the world."

Fathammer plans to launch its first games for BREW handsets during early Fall 2005. Titles will include Stuntcar Extreme™, puzzle game Super Drop Mania, shoot'em'up classic Angelfish, and Hockey Rage 2005. The rest of Fathammer's portfolio, which covers 3D multiplayer games across several genres, will be launched later this year.