

## **GOSUB 60 ANNOUNCES "CAMERA PHONE DARTS™" WITH MOTION-SENSING TECHNOLOGY**

*Cutting-edge control comes to casual games!*

**San Diego, CA at BREW 2006 - June 1st, 2006** - GOSUB 60, creator and global publisher of mobile entertainment, today announced the upcoming release of Camera Phone Darts™, an amped-up version of the popular pub game now with revolutionary motion-sensing targeting.

"It's a true-to-life game of darts on your cell phone, where you literally just move the phone to aim, then launch the dart with the touch of a button" says Josh Hartwell, CEO of GOSUB 60. "Our goal was not only to take a fun social game and adapt it for effortless mobile play, but more importantly, to help drive consumer awareness of the great casual games available on their phones. Camera Phone Darts™ takes a popular phone feature that everyone uses, and marries it with a popular game that everyone knows and loves. For the 60% of mobile users who've never tried a game on their phone, this is an excellent entrée into wireless gaming."

"We're using EYEMOBILE-ENGINE™ middleware from GestureTek Mobile for the critical navigation piece", Hartwell continues, "because their camera-enabled motion sensing system allows us to create the easy one-button gameplay that is essential in the casual games space." GestureTek is the same company whose patented technology is licensed by industry leaders such as Microsoft for its recently announced XBOX 360 Gaming Console Live Vision Camera, and Sony Computer Entertainment for its PlayStation2™ EyeToy™. The EYEMOBILE-ENGINE seamlessly delivers real-time motion control using the handset's camera. Unlike costly and limited hardware-based sensors, EYEMOBILE-ENGINE is a pure software (middleware) solution that is readily delivered over-the-air with any game or application.

Carl Korobkin, Vice President of GestureTek Mobile, says: "Camera Phone Darts™ is the perfect type of game to showcase our technology. It takes a concept that has been difficult to translate to the mobile game space, and makes it natural and fun. We really believe that EYEMOBILE represents the next generation of mobile gaming innovation. Don't let the buttons get in your way: just move the phone to control the action."

In Camera Phone Darts™, users enter a dimensional pub environment with the dartboard as its focus. Players can scan the room and aim by simply panning or tilting the phone: the real-life movement of the phone translates to motion in the game. All of the popular dart variations are featured including Cricket, 301, 501, Around the World, Baseball and Golf. Players can choose from 4 modes including Practice, Quick Play, Pass-N-Play (play with friends), and Career Mode (play with over 20 AI opponents of varying skills). A unique Build-A-Board section is also available, where players can customize games by pulling in any picture as the dartboard background, then choosing various projectiles including spit wads, tomatoes, or water balloons to hit their target.

Camera Phone Darts™ will be available for BREW on multiple U.S. carriers beginning October 30th, 2006. Prices vary by carrier, with subscriptions beginning at \$2.99 and unlimited use downloads at \$5.99.

### **About GOSUB 60:**

GOSUB 60 focuses on "Gateway" games: familiar software delivered with the high quality and intuitive controls necessary to turn wireless callers into wireless game-players.

Founders Josh Hartwell and Paul Bolten are 5-year veterans of the mobile industry and have been instrumental in bringing to market such top-selling and award-winning titles as JAMDAT Bowling, EA SPORTS™ FIFA World Cup™, Solitaire Deluxe™, and Tiger Woods PGA Tour® Golf 2004.

GS60's titles are available on Cingular, Sprint, Alltel, Nextel and dozens of other carriers in more than 20 countries.

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