

SELF-FUNDED GOSUB 60 CLOSES 6TH CONSECUTIVE PROFITABLE QUARTER

Mobile developer projects continuation of dynamic internal growth

Santa Monica, CA – November 17th, 2004 – GOSUB 60, indie developer and publisher of wireless software, today announced another profitable period as it closes the books on Q3, marking an unbroken streak of 6 gainful quarters since the company's founding in 2003.

The driving forces behind GOSUB 60's success are entrepreneurs Josh Hartwell and Paul Bolten. Bolten, GOSUB 60's CTO, has the distinction of having been lead programmer on both GS60's best-selling Solitaire Deluxe, and JAMDAT Bowling, the most popular U.S. cell phone game of all time. Cofounder and CEO Josh Hartwell, at only 28, has a solid 5 years of wireless industry experience and a relentless drive to vault GOSUB 60 into the ranks of the top players in this year's hot tech industry.

"There's been a lot of buzz in the financial markets comparing the wireless and dot-com industries," Hartwell noted. "Both are technology-driven sectors that expanded at a furious rate with vast potential for either boom or bust. At GS60, we're committed to a bleeding-edge development pace, but as our profitability record shows, we're also committed to sustainable growth that builds on previous successes and emphasizes ROI and intelligent risk-taking rather than hype and market-driven speculation."

When asked about the possibility of future venture funding, Hartwell replied: "We appreciate the leveraged growth potential that outside financing offers, and we're fully open to the possibilities. At the same time, we're not hanging fiscal 2005 on it. We've got a solid business plan on the books and a slate of outstanding titles in the queue that will have us increasing sales 5-fold by the end of next year."

The worldwide mobile games market, recently a hotbed of IPO and venture capital activity, was estimated at \$1.1 billion last year and is expected to reach \$8.4 billion by 2008, according to British research firm Arc Group.

About GOSUB 60:

Launched in 2003, GOSUB 60 focuses on creating "Gateway" games: familiar software delivered with the high quality and intuitive controls necessary to turn wireless callers into wireless game players.

Founding partners Josh Hartwell and Paul Bolten are both 5-year veterans of the mobile software market and have been instrumental in developing such top-selling and award-winning titles as JAMDAT Bowling, EA SPORTS FIFA World Cup, Solitaire Deluxe, and Tiger Woods PGA Tour[®] Golf 2004.

GOSUB 60 develops and publishes software for dozens of wireless carriers in more than 20 countries including the U.S., U.K., France, Mexico and Brazil. GOSUB 60's mobile software products are available across all major handsets in a variety of languages.

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