

GLOBAL MOBILE ENTERTAINMENT PROVIDER DIGITAL BRIDGES, LTD. HAS MADE SIGNIFICANT PROGRESS ESTABLISHING ITSELF AS A MAJOR FORCE FOR THE WIRELESS INTERNET IN NORTH AMERICA

New York - May 02, 2001 PRNewswire — Global mobile entertainment provider Digital Bridges, Ltd. has made significant progress establishing itself as a major force for the wireless Internet in North America. Since officially launching its North American office in January, the company has quickly passed a number of milestones, including launching its games with three carriers in the United States and Canada, as well as creating an impressive network of game developers that are crafting exciting new content for Digital Bridges' gaming channel, Wirelessgames.

Finally, Digital Bridges has installed a node of its UNITY global mobile entertainment platform in North America to meet the anticipated demand for services.

"I am thrilled with our rapid acceptance by carriers and game developers in North America," said Kevin Bradshaw, CEO and founder of Digital Bridges. "North America is gaining incredible momentum in the development and deployment of content for the wireless Internet.

Digital Bridges intends to stay in the lead providing the most exciting and engaging mobile entertainment content over our world-class gaming platform, UNITY."

Carriers Digital Bridges has launched Wirelessgames commercially with three carriers in the United States and Canada: TELUS Mobility, VoiceStream Wireless Corp. and Sprint PCS. The company also is conducting trials with a number of other carriers in North America.

"Digital Bridges has received a warm welcome in North America, and our success so far demonstrates the need for high quality entertainment content in this quickly expanding market," noted Anders Evju, Vice President and General Manager for North America.

Games and Developers Digital Bridges has formed a growing network of game developers and publishers in the United States to create new world-class content for the North American market and the rest of the globe. These companies complement the 60+ developers and publishers overseas who are creating games for Digital Bridges and the UNITY platform.

"We have licensed our UNITY Software Development Kits (SDKs) to more than a dozen carefully selected, leading U.S. developers and publishers," said Darryl Williams, Digital Bridges Director of Business Development for gaming. "We expect to see some fun and very compelling interactive games for everyone in the near future. Developing games for the wireless Internet is an incredible opportunity and we intend to take full advantage of this challenge."

Digital Bridges recently announced the first fruits of its extensive game development work. The company launched two branded games: Wireless Pets, a game that lets players take care of a virtual pet, was created by UK mobile games specialists The Games Kitchen; and "Steve Jackson's Sorcery!," an exciting role-playing adventure game based on Steve Jackson's award-winning interactive gamebook series.

In addition, Digital Bridges are developing two new Star Trek(R) games in association with Activision Inc., "Star Trek(R): First Duty" and "Star Trek(R): Prime Directive (working titles)." The games will launch in the second and third quarter of this year, respectively. North American UNITY Server Node

In order to meet the expected demand for Digital Bridges' games in North America, the company recently installed a UNITY server node in New York. This new server is part of UNITY 2.0, which creates a virtual private network (VPN) connecting UNITY servers around the world. This allows wireless customers all over the world to play interactive games against each other on their wireless devices in real time, no matter which devices they own, which network protocols they use or which languages they speak.

In addition, UNITY now includes support for short message services (SMS). Digital Bridges is in the process of developing some exciting game titles for SMS, as well including SMS development support in the UNITY SDK. This is a huge opportunity, as well over 10 billion SMS messages are sent worldwide on a monthly basis.

About Digital Bridges

Digital Bridges is the leading provider of entertainment for the wireless Internet, offering delivery technology, distribution and publishing capabilities, as well as content design experience for this exciting new medium.

The company's vision is to allow people to engage in interactive entertainment in any place, at any time. Using the unique multi-participant content delivery platform, UNITY, Digital Bridges generates interactive content that is automatically optimized for use over the full range of WAP handsets and other wireless Internet devices.

Digital Bridges' first content channel Wirelessgames was launched in 2000 with a suite of classic parlor games. The company operates a "B2B2C" business model in which the company supplies its services and content to mobile operators and portals.

For more information on Digital Bridges, please visit <http://www.digitalbridges.com>.

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Press Contacts:

Brian Baglow
Public Relations Manager, +44-1383-723-234
brian.baglow@digitalbridges.com

John Grotland, Director North America
Business Development
Digital Bridges
201-757-2453
john.grotland@digitalbridges.com

