

Big Fish Games releases Paranormal Agency game from Shape Games

2008-12-05 PRESS RELEASE

Big Fish Games (<u>www.bigfishgames.com</u>), one of the leading casual game portals in the world, has released *Paranormal Agency* casual PC game, developed by Shape Games, a subsidiary of G5 Entertainment AB. *Paranormal Agency* is a game in a very popular Hidden Object genre, and will be exclusive to Big Fish Games portal for 30 days in exchange for additional marketing on their portal. All intellectual property rights in *Paranormal Agency* belong to Shape Games.

Vlad Suglobov, CEO of G5 Entertainment AB, comments: "Big Fish Games is known for having a large audience of fans of Hidden Object genre, and additional promotion on Big Fish Games portal will help realize the potential of the game. It is the first time a game from Shape Games is released through direct partnership with one of the world's largest portals, and it means we'll see better margins and turnover on this product. We are glad that the game made it to the market and will be heavily promoted before the end of the year. The first weeks of sales bring in a major part of the revenue which will be included in 2008 result."

More information about the company can be found at: www.g5e.se

For additional information please contact:

Vlad Suglobov CEO, G5 Entertainment AB investor@g5e.se

About G5 Entertainment AB (publ)

G5 Entertainment produces premium quality innovative mobile games for the world's leading publishers, and develops solutions for wireless operators, content providers and media companies. G5's clients include global companies like EA Mobile, THQ Wireless, Konami, and local leaders like Russian wireless operators Vimpel Communications and Skylink. G5's track record in mobile games includes games based on global brands like The Simpsons, Star Wars, Sims 2 and Pirates of the Caribbean. The development is carried out from Moscow and Kharkiv. G5's strategy is to offer highest quality development to the world's leading companies, and produce outstanding original games and products. The company aims to become the global leader in the development of mobile games and downloadable PC games.