

PRESS RELEASE

Collect Spirits, Fight Evil and Save The World with SPIRITS™ For N-Gage Platform

Espoo, Finland, May 12, 2005 -- Nokia and Jadestone today announced a new collectible on-line MMOG title, available only on the N-Gage platform. Set in our time, but tinged with ancient mystery, SPIRITS™ sees players fighting The CUT, a doomsday sect whose goal is to stop Earth's over population by triggering natural disasters and killing innocent people.

"The collaboration between Nokia and Jadestone has produced a collectible MMOG with a powerful storyline that is with you wherever you go. It is a classic battle between good and evil with a captivating sci-fi twist that makes the game very addicting," says Gregg Sauter, Director of Games Publishing, Nokia.

"SPIRITS™ will appeal to fans of collectible games, MMORPGs and strategy games. This is the first SPIRITS™ game in what we hope will be a very successful franchise, which should resonate well with audiences beyond the sci-fi and fantasy crowd." Robert Henrysson, CEO of Jadestone continues.

The core game play in SPIRITS™ is based on players hunting and collecting spirits. Gamers will test their skills in duels where tactical thinking as well as quick reactions will make all the difference. In the race to save mankind there is only one way to win: mastering the elements.


Demo of SPIRITS™ is available for selected media at E3 in the South Hall, Nokia booth #1524.

About N-Gage

The N-Gage game deck is an innovative mobile device that is creating an entirely new market for the games industry. Built for active gamers, the N-Gage platform is the first mobile and connected game deck to feature online high-quality 3D multiplayer game play over Bluetooth wireless technology and GPRS. The N-Gage device also offers unique online games services as well as a comprehensive and growing games catalogue from the leading game publishers. Nokia is the world leader in mobile communications.

About Jadestone

Jadestone Group (Jadestone) is a leading creator and developer of internationally acclaimed mobile and online multiplayer games. The company develops both proprietary game formats and games based on leading external IPs together with leading international media companies and publishers. Jadestone, with offices in Stockholm, Sweden, boasts a solid competence mix of strong business profiles and highly experienced network gaming creators, architects and developers. The company is privately owned and funded.



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