

PRESS RELEASE—DRAFT DO NOT RELEASE

Nokia shows multiplayer Java games with key community features at E3

First public demos of Scalable Network Application Package (SNAP) Mobile solution

Los Angeles, California. May 12, 2004 - Nokia today premiered the first multiplayer Java games based on its SNAP Mobile solution at this year's Electronic Entertainment Expo (E3). Developed together with Sega Mobile, the SNAP Mobile demonstration features multiplayer gaming for Java games, in addition to key community features such as friends lists, presence, and instant messaging. The Sega Mobile game demos are the first example of how SNAP Mobile brings the technology utilized in the N-Gage Arena gaming community to mass market Java terminals.

SNAP Mobile provides game developers with not only the fundamental network tools to create mobile multiplayer, connected games, but also the essential technological infrastructure upon which network operators and other service providers can build and expand their gaming communities. SNAP Mobile provides:

High performance online multiplayer gaming based on proven technology:

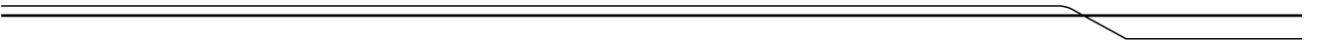
- Efficient, scalable, server based multiplayer game data distribution
- Versatile matchmaking including ranked, freestyle, challenge and filtered modes

Community features, such as:

- Chat and friends list
- Presence (online, offline, and in a game...)
- Comprehensive rankings supporting matchmaking and tournaments

"A gaming community is at the core of a connected, mobile lifestyle games offering," explained Ilkka Raiskinen, Senior Vice President of Nokia's Games Business Unit. "While games are the starting point, a community offers much more than just gaming. Gamers come to the community to play and compete, but also to chat with friends, meet like-minded people, form tribes, learn about and discuss games, and just spend time in their homebase for gaming. Giving a group of gamers a forum for fun and exciting interaction is what developing a connected mobile community is all about."

The first demonstrations of SNAP Mobile will be implemented in MIDP 2.0 on Series 60, and support for other platforms will follow. The SNAP Mobile



client development kit is expected to be made available for Java game developers free of charge in the third quarter of 2004. The server components can be licensed by mobile operators and other interested service providers or they can opt for a hosted community service. With either option, service providers will be able to create, build and brand their mobile gaming communities and drive data revenues and customer loyalty.

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. Nokia and N-Gage are trademarks or registered trademarks of Nokia Corporation.

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