

PRESS RELEASE


Renderware Moves To Support N-Gage™ Platform

Helsinki, Finland -- May 10, 2004 - Nokia, the world's leading mobile device manufacturer, today announces the start of a long-term collaboration with Criterion Software®, the world's leading provider of middleware tools and technologies for game development, which will see RenderWare® providing support for developers producing games for the N-Gage™ platform.

The collaboration will enable both the developer and publisher communities to maximize the opportunities that the N-Gage platform presents. Developers can quickly and easily develop and deliver bespoke content for the N-Gage system, taking advantage of the unique mobile online gaming functionality the platform offers. RenderWare is already a leading choice for PC and console game development, and by leveraging the strength and power of the RenderWare toolchain, developers and publishers can now quickly scale their content and deliver innovative game concepts for the N-Gage game deck.

“RenderWare is the leading middleware technology for today's game development community, so this collaboration is logical for us,” says Illka Raiskinen. “With RenderWare's support, developers can create exciting and quality games that take advantage of the unique mobile online features that the N-Gage offers in a cost-effective manner. We can ensure that N-Gage gamers have access to a wide choice of great games content, and the development community can truly realise the full benefits of developing for the N-Gage platform and view it as a serious extension to their business.”

“The RenderWare multi-platform tool chain is designed to support developers in scaling their content to exploit the best in *any* platform they are developing for,” said David Lau-Kee CEO of Criterion. “The N-Gage platform is the first commercially available handheld gaming platform RenderWare has moved to support, and we believe that it has enormous potential in terms of bringing games to an even larger audience. We are pleased to now be able to support our developer and publisher customers in delivering great game content to the N-Gage platforms.”



About Criterion Software/RenderWare

Criterion Software is the world-leading provider of middleware solutions for the game development industry. Founded in 1993, Criterion Software is a rapidly expanding organization that today employs over 200 people in its software technology and game development divisions, and has offices in Austin, Guildford, Derby, Paris and Tokyo. Criterion Software is a wholly owned subsidiary of Canon Inc.

RenderWare is Criterion's portfolio of game development solutions, which includes RenderWare Platform and RenderWare Studio for PlayStation®2, Xbox™, NINTENDO GAMECUBE™, PC and Nokia's N-Gage™ game deck.

RenderWare is used extensively among the game development community, including heavyweights such as Activision, Atari, EA, Konami, Midway, Rockstar Games, Sammy Studios, SCEA, Sony Online, THQ, Ubisoft and VUG. RenderWare is currently powering over 500 games in development or released - that's one in four console skus using our services and technology. Games published using RenderWare include some of the industry's hottest properties including **Sonic Heroes, kill.switch, Grand Theft Auto: - Vice City, Mortal Kombat 5 - Deadly Alliance** and **Burnout 2: Point of Impact**.

For more information about RenderWare please visit <http://www.renderware.com>

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 gameplay 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.

Further information, please contact:

For Media only

Criterion Europe

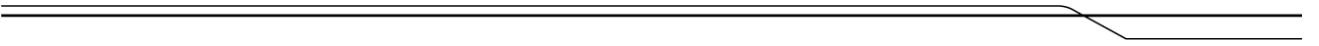
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