



In-Fusio celebrates its' 500 000th game session !
A new important milestone in In-Fusio's development has been reached with the 500 000th game session played and this with only 5 games operational since April 2000.

In-Fusio will develop a portfolio of 50 games by the end of the year, available in eight languages, with the millionth session predicted to be achieved by the end of the year.

In-Fusio, the leading mobile game company celebrates this week its' 500 000th game session played through wap and embedded games.

The 500 000th game session has been reached with only 5 games having been operational since April.

Based on this result, In-Fusio predictions now show that the first million sessions will be reached before the end of the year.

These results confirm the potential of mobile games which represents one of the main mobile services offered to subscribers.

The international development plans of In-Fusio are to offer a world wide portfolio of 50 games by the end of the year, available in 8 different languages allowing the development of a worldwide gaming community of millions of players.

About In-Fusio:

Founded by Gilles Raymond in August 1998, In-Fusio pioneered the launch of games on mobile phones. As both designer and developer, In-Fusio is the first company in the world to offer WAP and connected mobile games on mobile phones.

Right from the start, In-Fusio stood out from conventional start-ups with its international vision in terms of both customers and co-workers: 8 different nationalities are already represented among the 40 employees present on-site in Bordeaux, France, as well as the Chinese people working in their design studio in Shanghai.

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