

July 31st, 2006

Club iT Corporation

Club iT Forms Tie-Up with Oberon Media, Inc. a U.S.-Based Casual Game Provider ~Steady Worldwide Supply of Popular Casual Game Titles~

Club iT has deployed the G-cluster*¹ Game on Demand service to ISP/Portals, IPTV operators worldwide. The company has recently established a business partnership with Oberon Media, Inc. (hereafter called Oberon; Headquarters: New York), the leading worldwide casual game publisher.

This business partnership will bring ClubiT a great deal of casual game content which is “simple, but addictive” for provision via the G-cluster Game on Demand service, and expand the number of available game titles. A great number of casual game titles will be able to be provided globally through the G-cluster platform.

At the same time, Club iT will support Oberon with expanding its casual game download services in the Japanese market. The deployment of both G-cluster streaming service and the Oberon download service will give users a broader range of choices and more convenient game services.

The improvement in content quality and quantity brought by the business partnership with Oberon is expected to serve as a boost to G-cluster business worldwide.

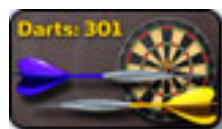
■ Some examples of Oberon casual game titles



CandyCrisis



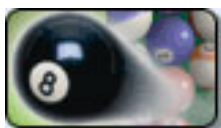
Checkers



Darts:301



United Football



Pool



Betrapped



Saints & Sinners Bingo



Dream Vacation Solitaire

Note: The above game titles are a sample of casual games provided by Oberon. The actual games to be made available on G-cluster will be determined later.

■ About Oberon Media

Since 2003, Oberon Media has developed the leading global distribution network for casual games. It distributes games to all the top gaming sites online, and also uses a Web-based technology and merchandising platform, called the Oberon Game Center, to host more than 100 partner-branded casual gaming sites including sites for MSN Games, Pogo, Blue Mountain, Playboy, France Telecom, Daum (Korea), and AOL ICQ.

In addition to PC- and browser-based games, Oberon Media has expanded its solutions to include mobile games and has distributed games to other platforms including Xbox Live Arcade, television set top boxes, and handheld mobile gaming platforms. The company currently has offices in New York, Seattle, London, Tel Aviv, Seoul and Singapore.

***1 G-cluster**

G-cluster represents a breakthrough technology via which users can use virtually any computer to access interactive content offered without the need for installing specialized software. Until now, similar services that have offered game downloads have required the user's computer to handle complex calculations required for the game, but the G-cluster service handles the processing on the server side, allowing users the freedom to enjoy the games instantly and on any computer they wish, in the same fashion as streaming video. It also allows users to play against other gamers via the Internet and makes in-game communication between players possible. This truly represents the pinnacle of on-demand gaming.

About Club iT

Club iT is the Softbank Group's core company for the broadcast media business. The company uses a unique technology platform to distribute content via broadband networks. In one of its core businesses, the Club iT provides the "G-cluster" Game on Demand Service, a revolutionary game distribution technology that does not require either downloading or installation, both in and outside Japan. The "G-cluster" Game on Demand Service is now available on major domestic ISP-based PCs, Microsoft's Media Online, and individual household STBs in Japan and other countries.

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