



**FUN  
TECHNOLOGIES**  
**PRESS RELEASE**

---

**Media Contacts:**

Allison Rynak  
FUN Technologies  
617.614.3734  
[arynak@funtechnologies.com](mailto:arynak@funtechnologies.com)

Rose Cherry  
Weber Shandwick  
617.520.7029  
[Rose.Cherry@webershandwick.com](mailto:Rose.Cherry@webershandwick.com)

## **WorldWinner to Host GSN's Online LINGO Grand Prize Tournament**

*Ten Players Will Win a Trip to Los Angeles and an Opportunity to Appear as a Contestant on GSN's Longest Running Original Series*

**TORONTO – April 4, 2007** – FUN Technologies Inc. (TSX:FUN) (AIM:FUN) today announced that its WorldWinner ([www.worldwinner.com](http://www.worldwinner.com)) subsidiary has partnered with GSN, the network for games, to host the third online LINGO Grand Prize Tournament. The online tournament offers casual gamers an expansive platform for interactive entertainment and will award 10 players the opportunity to be a contestant on LINGO, GSN's popular game show.

U.S.-based players can log on to [www.worldwinner.com/lingotournament](http://www.worldwinner.com/lingotournament) to play in the weekly LINGO tournaments. Each week for 10 weeks, the tournament grand prize winner will secure a trip for two to Los Angeles and an opportunity to appear as a contestant on the show. The 49 runners-up in each tournament will win cash prizes. The tournament will also be promoted across WorldWinner's partner sites, including GSN, AOL and Pogo.

“Together with GSN, the entertainment industry's leading producer of interactive television, we're offering consumers a truly unique interactive experience by integrating television and online games,” said Lorne Abony, CEO of FUN Technologies. “The online LINGO Grand Prize Tournaments create yet another avenue for online gamers and LINGO fans alike to experience fast-paced competition much like contestants competing on the actual game show.”

“This is the third year we've partnered with WorldWinner to bring LINGO viewers another way to experience the five-letter fun. The tournaments are a chance for fans to take what they love from the linear channel and carry it over to continue the action online,” said John P. Roberts, Senior VP Digital Media and Interactive Entertainment for GSN. “With 10 grand prize trips to Los Angeles to experience LINGO behind-the-scenes, the tournaments are also a great way for us to reward our loyal fans.”

Aside from online LINGO, WorldWinner powers cash competitions in more than two dozen popular casual games on GSN.com. WorldWinner and GSN made history in 2006 with the WorldWide Web Games, the first-ever casual games competition to award a one million dollar grand prize. The event, hosted by FUN Technologies, took place in Hollywood in September and aired as a televised event on GSN in December.

LINGO is an interactive word-guessing game. Premiering its sixth season this month on GSN, LINGO is the network's longest running original series. Legendary host Chuck Woolery returns with co-host Shandi Finnessey, who is currently starring on "Dancing with the Stars."

### **About FUN Games**

FUN Technologies' FUN Games division, comprised of its wholly-owned subsidiaries SkillJam, WorldWinner, Octopi and Teagames, develops and distributes casual games solutions with a focus on free play and cash competitions across online, mobile and iTV platforms. Its broad network of partner sites includes leading global brands, such as AOL Games, EA-Pogo, GSN, Lycos, MSN Games, Real Networks and Virgin Games. FUN Games boasts the world's largest skill games network, with more than 30 million registered players.

### **About GSN**

GSN is the entertainment industry leader in multi-platform interactive game programs. As the premier television network for games, GSN features challenging word games, high intensity casino programs, live participation shows, reality series and documentaries. Complementing the network, GSN.com features all types of game play: innovative Flash games for fun, skill cash game tournaments and downloadable games. The website also features GSN's two-screen interactive play-along for prime time shows. Now reaching more than 62 million homes, GSN is distributed in the U.S. through all major cable systems and satellite providers. The network is jointly owned by Sony Pictures Entertainment and Liberty Media Corporation. For further media information, visit GSN's press website at [corp.gsn.com](http://corp.gsn.com).

### **About FUN Technologies**

FUN Technologies Inc. is one of the world's leading providers of online and interactive casual and fantasy sports games and sports information. FUN is 53% owned by Liberty Media Corporation (NASDAQ:LINTA, LCAPA), and FUN's common shares are listed on both the Toronto Stock Exchange and the Alternative Investment Market (AIM) of the London Stock Exchange under the symbol "FUN". For more information on FUN Technologies' offerings, visit [www.funtechnologies.com](http://www.funtechnologies.com).

###