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**WorldWinner Joins SkillJam to Co-Host Worldwide Web Games™
\$1 Million Championship**

*Casual Gamers to Vie for \$1 Million Prize at Championship in Hollywood this
Summer*

Newton, Mass. – May 16, 2006 – WorldWinner, a subsidiary of FUN Technologies Inc. [LSE (AIM): FUN and TSX: FUN] and one of the world's leading providers of online games competitions, today announced that it is joining SkillJam Technologies to co-host the Worldwide Web Games, formerly known as the Skill Games World Championship™. Together, WorldWinner and SkillJam comprise FUN's FUN Games division, with a collective audience of 27 million online gamers. The companies are combining forces to bring casual gamers worldwide an unprecedented platform for interactive entertainment and an opportunity to compete for the \$1 million prize at the Worldwide Web Games finals in September.

Available immediately, WorldWinner players can enter tournaments in Solitaire at www.worldwinner.com/w3games to qualify for the Worldwide Web Games championship, and the high scorer in each qualifying tournament wins a seat at the finals. WorldWinner plans to add qualifying tournaments in Bejeweled 2 and Zuma shortly.

“WorldWinner players thrive on competition and we're excited to offer them an opportunity to be a part of this first-of-its-kind championship and a shot at the million-dollar prize,” said Peter Blacklow, chief marketing officer of WorldWinner. “For every online gamer who's ever thought they're unbeatable, this competition is truly their chance to prove it.”

Players can qualify for the Worldwide Web Games championship by achieving the highest score in their tournament bracket in any one of three popular casual games – Bejeweled 2, Solitaire or Zuma – at www.w3games.com, www.skilljam.com, or any of FUN Technologies' partner sites such as GSN.com, AOL Games, MSN Games, Real Networks and Virgin Games. To date, more than 40 winners have already qualified, with new winners being announced every week through July. The finals will be held on September 9 at the Renaissance Hotel in Hollywood, where the best all-around player will be crowned “World's Best Casual Gamer” and awarded the \$1 million grand prize. Additionally, GSN, the network for games, the entertainment industry's leading producer of interactive television, will televise the Championship in December.

“We are excited to make the Worldwide Web Games championship available to an additional audience of 17 million casual game players at WorldWinner,” said Lorne Abony, CEO of FUN Technologies. “As we expand our search for the world’s best casual gamer, this competition is fast becoming a true world-class event.”

For more information about the Worldwide Web Games, please visit www.skilljam.com, www.worldwinner.com/w3games or www.w3games.com.

About FUN Technologies Inc.

FUN Technologies Inc. is one of the world's leading online casual gaming providers. FUN's strategy is to provide its cutting-edge, person-to-person gaming systems to top, licensed distribution partners in regulated markets around the world. FUN is 51% owned by Liberty Media Corporation, 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, please visit www.funtechnologies.com.

About FUN Games

FUN Technologies' FUN Games division, comprised of its wholly owned subsidiaries SkillJam and WorldWinner, boasts more than 70 skill games across all genres, including Puzzle, Arcade, Card and Board, Word, Trivia and Sports. SkillJam and WorldWinner develop and distribute skill-gaming solutions across online, mobile and iTV platforms, while providing private-label gaming solutions for a broad network of partner sites worldwide, including AOL Games, MSN Games and Real Networks. The companies also maintain distribution partnerships with leading global brands, such as GSN, EA-Pogo, Lycos and Virgin Games. With more than 25 million registered players internationally, FUN Games hosts ten million tournaments and awards millions of dollars in prizes every month.

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