



**FUN
TECHNOLOGIES**
PRESS RELEASE

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**FUN TECHNOLOGIES CONTINUES TO OPERATE BUSINESS AS USUAL
FOLLOWING PASSAGE OF UNLAWFUL INTERNET GAMBLING
ENFORCEMENT ACT**

Legality of Skill Games and Fantasy Sports Contests Unchanged by Legislation

TORONTO, October 6, 2006 – Following Saturday’s passage of the Unlawful Internet Gambling Enforcement Act (UIGEA), FUN Technologies, one of the world’s leading online and interactive casual games providers, announced it would continue to operate business as usual in its FUN Games and FUN Sports divisions. The legislation includes a specific allowance for fantasy sports contests, such as those offered by FUN Sports, and permits online competitions in games of skill, such as those offered by FUN Games, to continue in the U.S. states in which they have always been legal. Skill games have always been legal in the states in which FUN Games operates.

Analyst David Shore of Desjardins Securities, stated, “We believe the passage of this bill will actually benefit FUN Technologies, not only because it plays in the areas not covered by the bill, but also because other large Internet gambling companies that just lost a big chunk of their market will be looking to fill the void with legal activities, the kind FUN Technologies owns.”

Under the UIGEA, “unlawful Internet gambling” is defined as “to place, receive, or otherwise knowingly transmit a bet or wager by any means which involves the use, at least in part, of the Internet where such bet or wager is unlawful under any applicable Federal or State law in the State in which the bet or wager is initiated, received, or otherwise made.” The Act prohibits betting or wagering businesses from accepting funds in connection with unlawful Internet gambling and also prohibits financial institutions from transferring funds in connection with unlawful Internet gambling.

“If skill games are not unlawful under applicable state or Federal law, then they are not unlawful under this Act,” explained Anthony Cabot, an attorney with the Las Vegas law firm of Lewis and Roca and considered the pre-eminent authority on legal gaming. “The sponsors of this legislation repeatedly asserted that nothing in this Act converts currently legal activities to unlawful activities.”

“The Internet Gambling bill is a neutral or positive development for FUN Technologies,” said Lorne Abony, CEO, FUN Technologies. “The reality is that skill gaming is in the same position it was in before the bill: it is legal in the majority of U.S. states. The bill does not change the definition of gambling or the legality of skill games and fantasy contests. FUN

has been committed from its inception to operate its business in complete compliance with U.S. regulations and will continue to do so.”

About FUN Technologies

FUN Technologies Inc. is one of the world's leading online and interactive casual games providers. FUN's strategy is to provide its cutting-edge gaming systems to top distribution partners around the world. FUN is 51% 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".

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