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**FOR IMMEDIATE RELEASE**

**POXNORA'S SAVAGE TUNDRA PUTS ENEMIES ON ICE**

**TUCSON, Ariz. – Nov. 1, 2006** – The forces of the Savage Tundra faction have been marshaled for war in the first expansion for the online collectible game PoxNora. Savage Tundra is now available.

The expansion includes reinforcements for the six base set factions, about 25 new abilities and a new map in addition to the new faction. New champions include the Stone Colossus, Ironfist Paladin and the Skeezic Filcher. New abilities include unstoppable, shield, cleanse and energy thief.

To mark the first expansion and reward the growing community of players, Octopi, a subsidiary of FUN Technologies Inc. and the development team behind PoxNora, will host a \$10,000 tournament later this year.

The two-stage tournament will feature a six-round first day with players facing off against foes of similar rankings. The top players will be invited back for a sudden death round on the second day of the tournament. The top 100 players will be awarded prizes. More details will be posted soon at [www.poxnora.com](http://www.poxnora.com).

“We couldn’t think of any better way to celebrate our first expansion than by hosting a tournament for our loyal players,” said Dan Kopycienski, president, Octopi. “And this is just the beginning. We have an aggressive expansion plan and we are constantly in contact with the PoxNora community to hear their ideas about what they want to see in our game.”

Octopi also recently unveiled a line of PoxNora apparel and accessories at their online store at [www.cafepress.com/poxnora](http://www.cafepress.com/poxnora). The store offers items ranging from t-shirts and hats to posters and calendars.

More than 100,000 people have signed up to play PoxNora since the game launched in August. PoxNora combines elements of collectible card games, tactical miniatures games and roleplaying games into an innovative online strategy game. Players collect Runes that represent champions, equipment, relics and spells. From a deck of 20 Runes, players summon forces to battle for supremacy. Strategic choices in Rune placement are vital to success.

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PoxNora allows players to upgrade their champions through experience points that are awarded for each game. These Runes can gain upgraded attributes and abilities, growing more powerful as the player's skill grows.

With the expansion, PoxNora now boasts almost 250 Runes. Starter packs (\$8.49) include 30 random Runes and boosters (\$2.99) contain 10 random Runes. Pre-constructed starter decks are available for free play, but they do not gain experience.

PoxNora was developed on a modification of Octopi's **Octoplex™** game development engine, designed for cross-platform game development. PoxNora will run on any Java-enabled Internet browser on Windows, Macintosh and Linux computers.

Octopi will be demonstrating the game at Gen Con So Cal Nov. 16-19 in booth 614 at the Anaheim Convention Center in Anaheim, Cal.

For more information visit [www.PoxNora.com](http://www.PoxNora.com)

### **ABOUT OCTOPI**

Octopi is a leading developer of single-player and multiplayer mobile and online games. Octopi's game development engine "Octoplex™" supports multiple languages, the top 100+ mobile handsets, and other platforms such as PDAs and web browsers. Octopi was acquired by FUN Technologies in January 2006.

### **About FUN Technologies**

FUN Technologies Inc. is one of the world's leading online and interactive casual gaming 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".

### **About FUN Games**

FUN Technologies' FUN Games division, comprised of its wholly owned subsidiaries SkillJam, WorldWinner and Octopi, 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 hosts ten million tournaments and awards millions of dollars in prizes every month.

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