

**OP15: RISING THREAT™ -- THE MOST CONSOLE-LIKE CELL PHONE GAME EVER --
SET TO LAUNCH OCTOBER 22nd**

In-depth storylines and non-tile-based graphics make for breakthrough wireless action!

Santa Monica, CA – October 6, 2004 - GOSUB 60, indie developer and publisher of mobile entertainment software, today announced it will release OP15: Rising Threat™, a ground-breaking story-based action game, on October 22, 2004.

Josh Hartwell, CEO of GOSUB 60, notes: "This is really the first wireless action game to incorporate the elements that make PC and console shooters so addictive. OP15™ brings fast-paced, third person action to an incredibly detailed, fully destructible environment. We're confident that cell-gamers will be jazzed and surprised to have such high-quality gameplay at their fingertips."

Players assume the role of Sergeant M.C., an operative for the elite Peacekeeper Corps, assigned a stealth mission on the troubled island nation of Cyan. M.C. must survive 15 levels of breakneck, in-the-trenches combat while unraveling military subterfuge at every turn. In order to achieve his objective, he must accomplish a variety of unique and challenging missions like seizing a weapons shipment, defusing 3 massive bombs, and marking a target for a guided-missile strike.

M.C. can plow through the terrain in a tank or attack on foot armed with an arsenal of weapons including scatter gun, pistol, machine gun, and grenade. Missions feature sub-plots, new weapons, arena-style boss fights and -- and upon achieving a score of 95% or higher in any level -- access to unique cheat powers such as bulldozer tanks, shot repellent, or super-water-stealth. Cheat powers can be mixed and matched for hours of addictive gameplay.

The storyline unfolds over 3 Acts in which Sergeant M.C. makes his way through Cyan's vast, detailed landscapes of hills, rivers, valleys, trenches, ice fields, and lava flows. OP15™'s breakthrough graphics are the result of a non-tile-based rendering method that creates a look and feel much closer to that of 3-D console games. These beautifully detailed environments along with an in-depth training module, unique and varied sound effects, timed levels, and sophisticated mission objectives promise to make OP15: Rising Threat™ a standout in the wireless action arena.

Available on BREW October 22nd and rolling out on J2ME November 5th, OP15™ will be offered through most major U.S. carriers. Monthly subscriptions start at \$2.49 and unlimited-play versions are available with prices varying by carrier. For more information on the game, visit www.gosub60.com.

About GOSUB 60:

Launched in 2003, GOSUB 60 focuses on creating "Gateway" games: familiar software delivered with the high quality and intuitive controls necessary to turn wireless callers into wireless game players.

Founding partners Josh Hartwell and Paul Bolten are both 5-year veterans of the mobile software market and have been instrumental in developing such top-selling and award-winning titles as JAMDAT Bowling, EA SPORTS™ FIFA World Cup™, Solitaire Deluxe, and Tiger Woods PGA Tour® Golf 2004.

GOSUB 60 works in partnership with leading device manufacturers, service carriers, operators, and distributors to provide customers with great gaming entertainment that enhances the mobile phone experience. They develop and publish software for dozens of wireless carriers in more than 20 countries including the U.S., U.K., France, Mexico and Brazil. GOSUB 60's mobile software products are available across all major handsets in a variety of languages.

For more information visit www.gosub60.com.

