



PRESS RELEASE
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HiQ develops AirFight – a new game application for iPhone

At the request of the Swedish software company Ocko AB, HiQ has developed a special application called AirFight, an advanced flight simulation game for iPhone. The game was launched before Christmas and the market's initial reaction has been positive.

"AirFight is an advanced 3D flight simulation game for iPhone which offers an exceptional gaming experience. It's easy to learn but is a considerable challenge to master. It's a social game where players can play simultaneously on their iPhone or iPod touch devices. Developing AirFight was an exciting project from start to finish and was made possible through close collaboration with HiQ. HiQ's expertise in mobile applications and advanced software development was critical for the success of this project," says Fredrik Gustavsson, founder of Ocko AB, the company behind Air Fight.

In AirFight the integrated accelerometer and multi-touch feature are used to control the plane. With a special setting on the phone you can select an energy-saving mode enabling you to play much longer than usual without having to recharge. The user can also plug the phone into a home entertainment system to experience the fantastic 3D sound effects.

"AirFight can be played by one or two players. Single players engage with the phone's own fighters. Two players can fight against one another in the multiplayer mode. This is one of the few multiplayer games developed so far for iPhone and we are very satisfied with the result," says Johan Sanneblad who has a PhD in Mobile IT and was responsible for the project at HiQ.

"HiQ has unique expertise in developing mobile applications and we see great potential in developing this type of application. I have worked with mobile application development for more than ten years now and I've never come across a mobile platform where it is possible to move so quickly from concept to finished product as iPhone, which means it's of great interest to Swedish companies wanting to launch new mobile applications," continues Johan Sanneblad.

The game concept comes from the Swedish company Ocko AB and its founder Fredrik Gustavsson. Ocko AB is based in Ljungskile on the west coast of Sweden and develops software for iPhone. For more information, please visit www.ocko.se.

AirFight can be downloaded from App Store

<http://itunes.apple.com/WebObjects/MZStore.woa/wa/viewSoftware?id=300183213&mt=8>

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HiQ is an IT and management consultancy company focusing on high-tech solutions in the fields of communications, software development and simulation technology. The company is a leading player in these fields and the Nordic region is its domestic market. HiQ employs nearly 1,200 people at offices in the Nordic region and in Eastern Europe. HiQ is listed on the Nordic Exchange's Mid Cap list. For more information, please visit www.hiq.se.