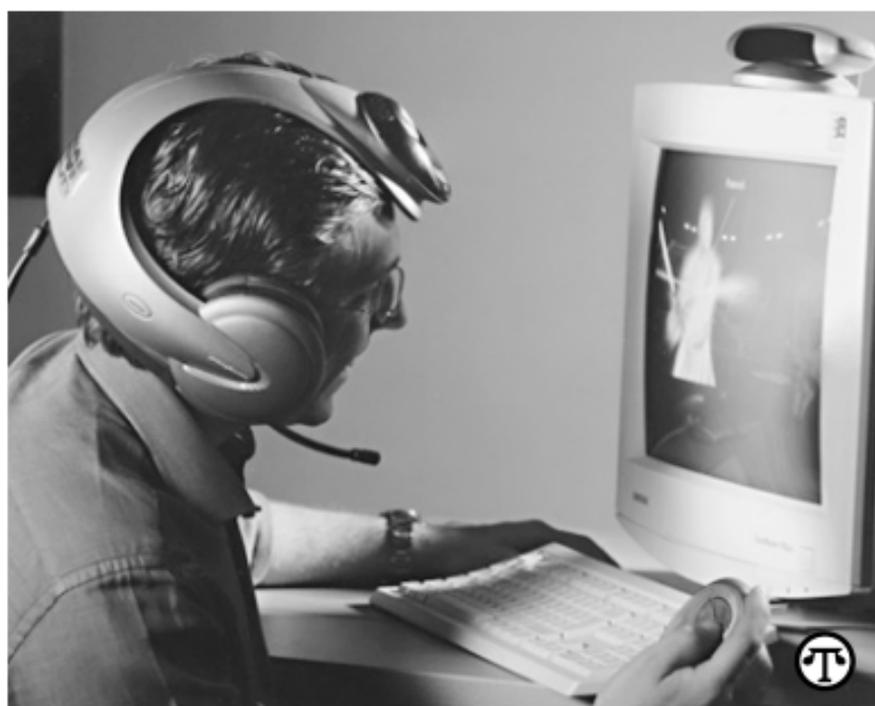


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FACTS & FIGURES

Electronic Entertainment

(NAPSA)—The electronic game industry is a steadily growing business. Digital software developers sold 225 million computer and video game units in 2001—nearly two games for every U.S. household.



Two new trends are online gaming and wireless gaming. Coupling an adaptor with a broadband connection gives players a faster and more competitive gaming experience than traditional video games.

Wireless gaming, via common gadgets such as web-enabled PDAs, handheld game consoles, MP3 players and laptop computers, lets gamers access games from multiple points of access. Analysts predict 200 million people will be playing mobile games by 2005.

For more information, visit www.CE.org.