

**GAMESHADOW® PARTNERS WITH KONAMI TO PROVIDE SUPPORT FOR NEWLY
RELEASED ‘THE REGIMENT’**

Ultra-realistic S.A.S combat simulator gets full support from GameShadow’s unique software tools

Oxfordshire, 20th February – GameShadow Ltd, the leading provider of videogame and update management tools, today announces a partnership with Konami of Europe which sees GameShadow’s unique update and patching software being included on all copies of ‘The Regiment’, which went on sale on the 17th February in Europe.

Those buying the game will be able to quickly and easily install the GameShadow software to ensure that they are instantly able to automatically receive free patches and updates for ‘The Regiment’ as well as gaining access to a whole library of updates, patches and demos for the most popular PC games at retail.

This partnership comes soon after the successful launch of GameShadow 2.0 at the end of last year, and is one of many that GameShadow is creating with the world’s leading publishers to ensure that gamers are able to make the most of their gaming experiences and provide instant access to the most up to the minute updates, demos and material.

“Making it easy for gamers to get the best from their games is a priority for Konami of Europe. When we saw the GameShadow service, with its simple interface and access to all the latest patches, updates and demos, we saw a great product that we wanted to work with,” said Phil McDonnell, Head of Console Division at Konami of Europe Product Development.

Tony Treadwell, CEO of GameShadow Ltd, said, “We’re delighted to be working with Konami of Europe on ‘The Regiment’. The game is awesome and is going to be enormously successful, and we are delighted to be paying a part in helping it to become a long-term favourite in peoples’ game collection by delivering critical updates and patches the minute they are made available.”

“Many more publishers and developers are recognizing the benefits of GameShadow, and we’re looking forward to enhancing the playing experience of hundreds of thousands more gamers during 2006 – watch this space!”

For further information please contact:

Tony Treadwell, CEO

Nicholas Lovell, Chairman

Nicola Kirby

+44 1608 643 094

tony@gameshadow.com

+44 7900 691975

nicholas@gameshadow.com

Little Brown Dog

+44 (0) 1372 818 776

kirby@littlebrowndoggy.com

About GameShadow

GameShadow provides automatic videogame patch and update tools to gamers all over the world. Its core product automatically updates all of a user's games and graphics drivers, ensuring that the gamer always plays the best possible version of their games and they are getting the very best performance from the game and their hardware. GameShadow also provides subscribers with game-related content and products that are relevant to their individual game collections and their gaming interests. GameShadow currently supports over 1,400 games with content ranging from patches to demos, movies and mods, as well as paid-for content such as expansion packs, full games and merchandise.

For Publishers & other partners:

As well as benefiting from reduced support costs, higher customer satisfaction and improved franchise sales, partnering with GameShadow means publishers, as well as developers and retailers, can exploit additional sales channels for their games and related content and products, and also create an additional marketing showcase for new games and products in the pipeline. GameShadow's downloader offers publishers an opportunity to advertise to gamers while they are waiting for a download – a unique channel to deliver highly targeted messages to a receptive audience.

GameShadow's partners include ATI, Digital Jesters, Eidos, Hexus.net, Ubisoft, Via Technologies, and Voodoo PCs.

GameShadow 2.0 can be downloaded at www.gameshadow.com. It is also distributed with many games, including Crazy Frog Racer, to be published by Digital Jesters and Ubisoft in December 2005.

Further information can be found at: www.gameshadow.com