



BLStream-Gamelion merger completed

BLStream Ltd. and Gamelion Inc, announce that they have signed the final agreements regarding joining the companies and that the merger process has been completed in Q2/2008. Gamelion Inc's business and fully owned Polish subsidiary Gamelion Studios have been transferred under BLStream Ltd. The combination employs over 300 professionals in Finland, Poland and Ukraine as of June 2008.

As a result BLStream strengthens its position as a unique globally operating convergence specialist, delivering products and services under its three business units BLStream Enterprise Solutions, BLStream Mobile Solutions and Gamelion Studios – the new BLStream Entertainment Business Unit. Gamelion team will continue its activities as a Creative Studio to serve world's leading publishers under the Gamelion brand. Gamelion's founder Anton Gauffin will continue as the lead of the unit.

"We have already seen clear quick wins from joining the companies", says Samuli Koski-Lammi, CEO of BLStream Ltd. "Some of our enterprise sector customers recently wanted to achieve game-like user experiences to facilitate easier adaptation of mobile solutions within their organizations. We were happy to provide Gamelion's deep User Experience and GUI design expertise for these customers. Our mission is to enable global brands to differentiate their offerings in today's converging environment through seamless integration of mobile and web services. We believe that the user experience will increasingly dominate not only in the consumer offerings and but also in the enterprise sector."

"We more than doubled our revenues in 2007. Working closely with the BLStream team created business synergies that made this possible ", concludes Anton Gauffin. "We have been able to boost our production with BLStream's mobile OS and computer graphics experts. I trust that with BLStream's convergence capabilities, and our joint Mobile 2.0 Product platforms, such as our connected mobile video player "Global Videohub", we can empower the group to continue growing at a rapid pace."

Both BLStream and Gamelion have been on a strong profitable growth track; BLStream's annual revenue increased approximately 60%, 80% and 100% in FY2005, FY2006 and FY2007 respectively. The group continues to invest into both organic and M&A based growth.

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About BLStream Group

BLStream is a unique globally operating convergence specialist, delivering products and services for mobile, entertainment and enterprise sectors. The company's expertise is proven by nine years of successful track record in delivering advanced mobile and internet technology solutions and content for world's leading brands.

BLStream excels in new and emerging technologies and offers innovations and new business models that leverage the constantly evolving multiplatform environment.

BLStream offers advanced technology solutions with strong emphasis on user experience. Our mission is to enable global brands to differentiate their offerings in today's converging environment through seamless integration of mobile and web services. We believe that the user experience will increasingly dominate not only in the consumer offerings and but also in the enterprise sector.

The clients include Nokia, Motorola, Symbian, Qualcomm, Electronic Arts, Sony Pictures, Namco Bandai, Square Enix, Yahoo! Research Berkeley, BBC, ERA and Play.

About Gamelion

Gamelion is a creative studio focusing on casual games and funware, committed to creating success for its world leading customers. Since 2002 Gamelion has created engaging entertainment products for leading game publishers, media houses and handset manufacturers. The team creates entertainment with high production values and has a track-record of delivering critically acclaimed titles based on well known corner franchises of the global gaming industry.

In addition to team's design and delivery capabilities, Gamelion has also one of the largest handset parks in Europe, offering professional Mobile Post Production services with maximum device coverage for carriers in Europe, US, Latin America and Australia.