

GLOBAL VR

Contributed by GLOBAL VR
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GLOBAL VR® AND WARNER BROS. CONSUMER PRODUCTS SIGN LICENSE AGREEMENT FOR DC COMICS'S JUSTICE LEAGUE

SAN JOSE, Calif – July 1, 2008 -- GLOBAL VR today announced that it has entered into a licensing agreement with Warner Bros. Consumer Products, on behalf of DC Comics. The agreement grants the company world-wide coin-op amusement games and novelty redemption machine rights for DC Comics's legendary band of heroes known as The Justice League.

Development of this action-packed game is well underway. GLOBAL VR has taken elements from

the most popular adventure and fighting games and combined them to offer players a totally unique and compelling arcade experience. Players will be able to play in single or multi-player modes as they command their heroes through a maze of villains such as Joker, Doomsday, and Darkseid, that are found on the different game levels.

Debbie Minardi, VP Business Development for GLOBAL VR stated, “The Justice League has found its way into almost every entertainment medium. We are convinced that these characters will bring excitement and a new dimension to the coin-op industry and will help further differentiate coin-op products from other forms of interactive video entertainment. We are very excited about the product that will find its way to market in the near future.”

“GLOBAL VR has a great track record of creating fun and immersive entertainment experiences, and we are pleased to partner with them to offer fans a new way to enjoy the The Justice League,” said Kelly Gillmore, Senior Vice President, Global Toys & Themed Entertainment, Warner Bros. Consumer Products.

Originally introduced in 1960, the Justice League first appeared in DC Comics's The Brave and the Bold #28 and featured such popular characters as Superman, Batman, Wonder Woman, The Flash, Green Lantern, Aquaman and Martian Manhunter. Throughout the years, the Justice League team has changed to include different characters from the DC Comics Universe including Green Arrow, The Atom, Hawkman, Black Canary, Shazam!, and Plastic Man.

For information about other GLOBAL VR products, please visit www.globalvr.com or contact your local GLOBAL VR distributor or sales representative.

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About GLOBAL VR

Founded in 1998 and headquartered in San Jose, California, GLOBAL VR® is one of the world's leading manufacturers of coin-operated video games based on home gaming technology. Through the development of proprietary technology, GLOBAL VR is able to leverage the massive investment in development of PC and console games by third party developers by making them suitable for play in out-of-home locations. Development agreements are in place with some of the world's leading game publishers including Electronic Arts (NASDAQ:ERTS), Ubisoft, and Atari (NASDAQ:ATAR). These agreements provide GLOBAL VR rights to create coin-op versions of popular home games such as EA SPORTS® PGA TOUR® GOLF, Underground, NASCAR, Blazing Angels, Beach Head and Operation Blockade. In addition, GLOBAL VR also develops and manufactures products previously marketed under the UltraCade label including Global Arcade Classics and Ultrapin. More information on GLOBAL VR can be found at www.globalvr.com.

About Warner Bros. Consumer Products

Warner Bros. Consumer Products, a Warner Bros. Entertainment Company, is one of the leading licensing and retail merchandising organizations in the world.

About DC Comics

DC Comics, a division of Warner Bros., is the largest English-language publisher of comics in the world and home to such iconic characters as Superman, Batman, Wonder Woman and the Sandman. These DC Super Heroes and others have starred in comic books, movies, television series (both animated and live-action) and cyberspace, thrilling audiences of all ages for generations. DC Comics's Web site is located at <http://www.dccomics.com>.

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