



InfoSpace Signs "Tomb Raider" European Development and Distribution Deal as Eidos Partnership Goes Transatlantic; InfoSpace to Distribute "Tomb Raider," "Hitman," "Thief" and "Championship Manager" Titles for Eidos

LEIPZIG, Germany, Aug 23, 2006 (BUSINESS WIRE) -- InfoSpace, Inc. (NASDAQ:INSP), a leader in mobile media, today announced from Games Convention in Leipzig, Germany, a deal to develop and distribute the mobile game "Lara Croft Tomb Raider: Puzzle Paradox" and to distribute a range of Eidos Interactive titles to operators in selected regions across Europe. The European deal builds on an existing distribution agreement with Eidos in the US and completes an international partnership between the two companies.

In addition to "Lara Croft Tomb Raider: Puzzle Paradox," InfoSpace will distribute "Lara Croft Tomb Raider: Legends" (a 3D game), "Hitman: New York," "Hitman: Las Vegas," and "Championship Manager"(a), as well as InfoSpace-developed "Thief: Deadly Shadows: Episodes 1 & 2" for Eidos in Europe.

"This latest deal cements our position as an international partner with Eidos Interactive and reinforces our position as a leader in mobile gaming," said John Chasey, Vice President of Global Games, European Technology & Operations, InfoSpace. "This international partnership will see InfoSpace and Eidos bringing titles like 'Lara Croft,' 'Hitman' and 'Thief' to an operator near you."

"We have extended the scope of our partnership with InfoSpace as the company has both the in-house development talent to bring world-class mobile gaming titles to market and the infrastructure and reach to help us distribute to carriers internationally," said Simon Protheroe, New Media and IT Director at Eidos. "This new title 'Lara Croft Tomb Raider: Puzzle Paradox' will open up Lara's universe to thousands of mobile gamers on both sides of the Atlantic."

InfoSpace is also the exclusive distributor of "Hitman: New York," "Hitman: Las Vegas," "Thief: Deadly Shadows: Episodes 1 & 2" and the new "Lara Croft Tomb Raider: Puzzle Paradox" mobile titles for Eidos in the US. Eidos will continue its direct distribution relationships with a number of operators across Europe.

"Lara Croft Tomb Raider: Puzzle Paradox" is the fourth title in the "Tomb Raider(TM)" series to be developed for Eidos by InfoSpace after a three part mobile game series in 2002; "Lara Croft Tomb Raider: Quest of Cinnabar," "Tomb Raider: The Elixir of Life" and "Lara Croft Tomb Raider: The Osiris Codex."

The original "Lara Croft Tomb Raider" game was launched in 1996 and is still one of the best-selling video game franchises of all time, with over 30 million copies sold.

For further information visit: www.infospaceinc.com.

(a) Available to users of high-end handsets including Nokia N90 series mobiles.

This release contains forward-looking statements relating to InfoSpace, Inc.'s products and services and future operating results that are subject to certain risks and uncertainties that could cause actual results to differ materially from those projected. The words "believe," "expect," "intend," "anticipate," variations of such words, and similar expressions identify forward-looking statements, but their absence does not mean that the statement is not forward-looking. Forward-looking statements include without limitation statements regarding the projected results of the Company's strategic plan and efforts to achieve long-term sustainable growth; projected financial performance for the Company for the third quarter of 2006; and material reductions of the reserve on its deferred tax asset. These statements are not guarantees of future performance and are subject to certain risks, uncertainties and assumptions that are difficult to predict. Factors that could affect InfoSpace's actual results include general economic, industry and market sector conditions, the progress and costs of the development of our products and services, the timing and extent of market acceptance of those products and services, our dependence on companies to distribute our products and services, the ability to successfully integrate acquired businesses and the successful execution of the Company's strategic initiatives. A more detailed description of certain factors that could affect actual results include, but are not limited to, those discussed in InfoSpace's most recent Annual Report on Form 10-K and quarterly reports

on form 10-Q as filed from time to time, in the section entitled "Risk Factors." Readers are cautioned not to place undue reliance on these forward-looking statements, which speak only as of the date of this release. InfoSpace undertakes no obligation to update publicly any forward-looking statements to reflect new information, events or circumstances after the date of this release or to reflect the occurrence of unanticipated events.

Notes to Editors

About InfoSpace, Inc.

A leading mobile media and technology company, InfoSpace, Inc. (NASDAQ:INSP) develops and distributes content, products and services that are creating a robust mobile marketplace and make it easy for consumers to discover, personalize and enjoy their experiences. Founded in 1996, InfoSpace leverages its online and mobile assets to potentially reach more than 90 percent of mobile subscribers in North America through partnerships with operators such as Cingular Wireless, Sprint Nextel, T-Mobile, Verizon Wireless, and Virgin Mobile and through its direct to consumer channel Moviso (Moviso.com). The company's mobile portal services are also available to more than 60 percent of the US market. Online, the company showcases its leading metasearch technology through Web sites such as Dogpile (Dogpile.com) and its comprehensive directory listings in such properties as Switchboard (Switchboard.com). For more information, please visit www.infospaceinc.com.

About Eidos Interactive Ltd

Eidos Interactive Ltd is part of SCI Entertainment Group Plc (SEG), one of the world's leading publishers and developers of entertainment software. Following the acquisition of EIDOS Plc in May 2005, the Group has a valuable combined portfolio of intellectual property including: "Lara Croft Tomb Raider: Legend," "Conflict: Global Storm," "Hitman: Blood Money," "Championship Manager," "Just Cause," "Battlestations: Midway," "Urban Chaos: Riot Response" and the interactive rights to "Reservoir Dogs" and "Highlander."

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