

## Media Release

### iiNet and Hypernia bring Bigger Online Gaming Options to Australia

**2<sup>nd</sup> July 2009:** iiNet, Australia's third largest ISP, today announced its partnership with online gaming platform, Hypernia, providing Australian gamers with local access to some of the world's top online games.

This exclusive Australian partnership brings with it major games like the free-to-play Quake Live (a new browser-based First Person Shooter game from id Software), with the promise of more to come.

"Hypernia is the global market leader in the games hosting arena and, together with 3FL, iiNet and Westnet's impressive national gaming community, we can now extend our reach into Australia's previously untapped market," says James Vallord-Costa, Hypernia's CEO.

By providing brand new gaming networks in both Perth and Sydney, with access to over 70 of the world's top online games, iiNet is able to give Australian gamers the choice of hosting location, ensuring a higher quality service with improved latency and game-play.

iiNet and Westnet customers have the added bonus of unmetered access to all of these games (including ranked servers) via the iiNet Freezone; meaning their download quota won't be affected when they play.

"Our 3FL gaming network is growing exponentially in size and popularity as it provides gamers with free access to public servers. By adding the option for gamers to play on private servers through Hypernia, we expect this trend to continue," says Greg Bader, iiNet's Chief Technology Officer.

iiNet and Westnet's 3FL has also been given access to Hypernia's ranked servers through its relationships with EA Games, Activision and others, allowing 3FL to offer free public servers for Battlefield 2, Battlefield 2142 and Enemy Territory: Quake Wars.

"Hypernia's existing relationships with major game publishers and developers bring with them future opportunities for iiNet to host servers for big MMO (Massively Multiplayer Online) games via our networks and Freezone. We plan to build 3FL into the biggest gaming network in Australia," says Mr. Bader.

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**For further information or interviews, please contact:**

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**About iiNet**

iiNet was established in 1993 and listed on the ASX in 1999, growing from a small Perth business into the third largest Internet Service Provider in Australia. The Company now supports over half a million dial up, broadband and telephony services nationwide, with revenues of over \$400m, and proudly employs more than 1400 people in Perth, Sydney, Auckland and Cape Town.

iiNet's goal is to lead the market with the best internet access products and then differentiate with genuine, plain speaking customer service. The company has its own high speed ADSL2+ network reaching around 4 million households across Australia, the largest Voice over IP network in the country, and is delighted to have led yet again with Naked DSL, recognised by PC User Magazine as the 2007 Product of the Year.

**About Hypernia**

Founded in 2001, Hypernia Hosting Corp® pioneered the online games hosting market with innovative service offerings for both game companies and gamers. As a vertical hosting solutions provider, Hypernia is able to mitigate the capital risk of large enterprise deployments while providing unmatched flexibility in networking and bandwidth services with a global footprint. Known for providing personalised service at half the cost of its competitors, Hypernia continues to be a leading provider of complex Internet hosting services for enterprises with mission-critical Internet operations.

Website: [www.hypernia.com](http://www.hypernia.com)