

# **Fonix VoiceIn® to Fuel Red-Hot Video Game Market**

**With the power of new consoles, Fonix speech provides an integral component for gamers**

**SALT LAKE CITY, UT (May 10, 2006)** Fonix Speech, Inc., a wholly owned subsidiary of Fonix Corporation (OTC BB: FNIX) providing speech technology solutions and interfaces for videogames, mobile devices, handheld electronic products, and systems and processors, predicts a banner year for the videogame industry and the suppliers of next-generation gaming technologies.

“This year we are seeing the introduction of new gaming consoles with revolutionary control mechanisms,” explains Tim K. Hong, Fonix VP of Games. “From the beginning, our focus has been to improve the player’s experience, and we’ve continued to improve Fonix VoiceIn® Game Edition to ensure it is always the software-of-choice for cross-platform developers interested in adding voice interfaces to games. We believe voice interfaces make games more fun, more accessible and more interesting.”

New consoles from the industry’s major suppliers such as Microsoft and Sony will give videogame developers access to unprecedented processing power and memory, which will result in a wider variety and range of gaming opportunities. Additionally, game developers are focusing on making games more immersive for players. “Fonix remains confident that more and more developers will incorporate voice recognition capabilities into new games,” says Hong. “These next-generation consoles are really opening the door for software suppliers and middleware providers, like Fonix, to pull out all the stops in terms of new technologies to enhance games.

“As the release schedule for new videogames accelerates throughout this year, Fonix looks forward to seeing voice recognition used in many different types of games, from casual downloadable games to educational titles to additional AAA titles. Fonix also anticipates seeing games on a wider variety of platforms as developers take advantage of new mediums.”

For information about Fonix VoiceIn for videogames, call (801) 553-6600 and say “Games,” or visit [www.fonix.com](http://www.fonix.com).

## **About Fonix VoiceIn® Game Edition**

Fonix VoiceIn Game Edition allows developers to add voice interfaces to videogames, with no specific expertise in voice recognition necessary. VoiceIn’s simple, cross platform tools make it easy for any game developer to implement voice command and control functions on Xbox®, PlayStation®2 and PC games. The result is an interesting new videogame interface on the cutting-edge of innovation.

**About Fonix Speech, Inc.**

Fonix Speech, Inc. is a wholly owned subsidiary of Fonix Corporation that currently offers voice technology solutions for mobile/wireless devices; interactive videogames, toys and appliances; computer telephony systems; the assistive market and automotive telematics.

**About Fonix**

Fonix Corporation (OTC BB: FNIX), based in Salt Lake City, Utah, is an innovative communications and technology company that provides integrated telecommunications services and value-added speech technologies through Fonix Telecom, Inc., LecStar Telecom, Inc. and Fonix Speech, Inc. The combination of interactive speech technology and integrated telecommunications services allows Fonix to provide customers with comprehensive cost-effective solutions to enhance and expand their communications needs.

Statements released by Fonix that are not purely historical are forward-looking within the meaning of the "Safe Harbor" provisions of the Private Securities Litigation Reform Act of 1995, including statements regarding the Company's expectations, hopes, intentions and strategies for the future. Investors are cautioned that forward-looking statements involve risk and uncertainties that may affect the Company's business prospects and performance. The Company's actual results could differ materially from those in such forward-looking statements. Risk factors include general economic, competitive, governmental and technological factors as discussed in the Company's filings with the SEC on Forms 10-K, 10-Q and 8-K. The Company does not undertake any responsibility to update the forward-looking statements contained in this release.

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