

Fonix Speech Voice Recognition Technology is Featured in Highly Anticipated “Tom Clancy’s EndWar™” Video Game Scheduled for Release in 2008

Ubisoft®’s Upcoming Release from the Tom Clancy Series Already Receiving Praise for its Groundbreaking Use of Voice Command Technology

SALT LAKE CITY, UT (March 3, 2008) Fonix Speech, Inc., a wholly owned subsidiary of Fonix Corporation (OTC BB: FNIX), announced today that the highly anticipated video game from Ubisoft, Tom Clancy’s End War, which is scheduled for release in 2008, will feature Fonix Speech, Inc.’s VoiceIn technology as a key element of the game’s highly-touted and critically acclaimed voice command interface. Ubisoft is an international publisher of interactive entertainment products including computer and console-based video games. Fonix Speech, Inc.’s VoiceIn technology is being utilized by Ubisoft in various versions of its upcoming Tom Clancy’s EndWar video game for the XBOX® 360 video game and entertainment system from Microsoft®, PlayStation®3 computer entertainment system and PC platforms. Tom Clancy’s EndWar will initially be released in English, French, German, Spanish and Italian in the second quarter of 2008, with Japanese and other language versions scheduled for later this year.

Of particular interest to the gaming community is Tom Clancy’s EndWar’s ground-breaking voice command technology, especially the fact that this unique talking control works as well on the console versions (i.e. PlayStation®3 and XBOX® 360) as it does on the PC version. This is something that previous voice command games have failed to deliver.

Early reviews of the game’s control scheme have generated such comments as “more compelling than any control scheme we’ve seen in RTS (games), sports games, etc.... name your genre,” according to the review on GameSpy.com, and “With the press of a button, you can order attacks, swap your vantage point, or commandeer control points... simply by talking--and it works,” a remark made by IGN.com in its Tom Clancy’s EndWar review.

“Ubisoft chose Fonix speech software for its convenient user interface, low memory and processing power requirements, and perhaps--most significantly--for its cross-platform availability. Having a cross-platform tool was very important to our development team,” commented Vincent Greco, Worldwide Technical Coordinator of Ubisoft. “Fonix VoiceIn provided us with a unique set of tools for game development across multiple platforms.”

“The results thus far have been tremendous,” continued Mr. Vincent Greco, Worldwide Technical Coordinator. “The voice command / voice recognition interface in EndWar greatly enhances user experience by allowing the user to effectively issue verbal commands across all of the game’s available platforms.”

According to John Shepherd, Director of Asian Sales for Fonix Speech, “The video gaming industry is seeking new modes of game play and game command to stimulate consumers and capture increased market share. We believe VoiceIn provides added value to publishers by enabling their development teams to offer multi-platform voice command technology, without incurring additional, expensive development costs.”

Fonix VoiceIn software allows for voice command interface across multiple platforms including XBOX 360, PlayStation®3, PC and Mac videogames. For more information about Fonix Speech solutions, visit www.fonixspeech.com or call (801) 553-6600 and say “Sales.”

About Ubisoft

Ubisoft is a leading producer, publisher and distributor of interactive entertainment products worldwide and has grown considerably through a strong and diversified line-up of products and partnerships. Ubisoft has offices in 23 countries and sales in more than 50 countries around the globe. It is committed to delivering high-quality, cutting-edge video game titles to consumers. For the 2007-08 fiscal year Ubisoft forecasts generated sales of 875 million Euros. To learn more, please visit www.ubisoftgroup.com.

About Fonix

Fonix Corporation (OTC BB: FNIX), based in Salt Lake City, Utah, is an innovative speech recognition and text-to-speech technology company that provides value-added speech solutions through its wholly owned subsidiary, Fonix Speech, Inc., currently offering voice solutions for mobile/wireless devices; interactive video games, toys and appliances; computer telephony systems; the assistive market and automotive telematics. Fonix provides developers and manufacturers with cost-effective speech solutions to enhance devices and systems. Visit www.fonix.com for more information, or call (801) 553-6600 and say “Sales.”

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