

# Fonix VoiceIn™ Game Edition 5.1 SDK Now Available

*Fonix VoiceIn 5.1 allows total voice command of user interface, similar to Ubisoft's hit game EndWar*

**SALT LAKE CITY, UT (December 22, 2008)** Fonix Speech, Inc., a wholly owned subsidiary of Fonix® Corporation (OTC BB: FNIX) specializing in embedded speech interfaces for mobile devices, handheld electronic products, video game systems and processors, announces immediate availability of Fonix VoiceIn™ Game Edition 5.1 SDK. Fonix VoiceIn is available for Microsoft Xbox 360, Sony PS3, Apple iPhone, Windows PC and Nintendo Wii. Fonix VoiceIn allows the game to be played solely with voice commands, similar to Ubisoft's EndWar game.

The 5.1 SDK may be purchased from Fonix for a license fee and per game unit royalty fee. Game developers may license the SDK for multiple platforms and languages including: US & UK English, Castilian and Latin Spanish, French, German, Italian, Japanese, Korean, Russian and Polish. Other languages available upon request.

“In a nutshell, the new SDK provides numerous technology upgrades that dramatically improve recognition accuracy”, says D. Lynn Shepherd, Senior VP of Technology Development. “These improvements enabled Ubisoft to create a speech interface that is accurate in noisy game conditions across many different dialects and provides the main control functions for EndWar.”

A few key new features:

- Fonix VoiceIn Game Edition 5.1 provides the same engine and APIs across all of the different platform, including Xbox, PS3, PC, Wii and the iPhone platform. Fonix VoiceIn has a small footprint for memory and processing requirements. It can run on the device directly (instead of running on a server with a potential extra latency due to network delay). Fonix VoiceIn interface is a natural fit for iPhone games because of the lack of game controllers on the iPhone as compared to game consoles or PCs.
- New feature capable of retrieving the score and duration for each individual word recognized—compared to previous versions that only retrieve a single score for a phrase. This feature allows developers to use additional speech information to develop a more robust algorithm (for processing recognition results) to improve the accuracy of speech recognition.
- Improved adaptation tool which allows game developers to build a more accurate recognition system that works well for speakers from different regions and with different accents or dialects.
- Updated PS3 library to be compatible with all current PS3 versions.
- Updated Xbox library is now compatible with all current Xbox 360 versions.

For more information go to [www.fonixspeech.com](http://www.fonixspeech.com) or call (801) 553-6600 and say “sales” for demos, availability and pricing.

## About Fonix

Fonix Corporation (OTC BB: FNIX), based in Salt Lake City, Utah, currently operates through its wholly owned subsidiary, Fonix Speech, Inc., an innovative speech recognition and text-to-speech technology company. Fonix Speech embeds its voice solutions primarily in mobile/wireless devices and interactive video games, providing a platform for natural human interaction. Fonix Speech enables developers and manufacturers to speech-enable their devices and systems. In addition to aggressively driving the organic growth of its business, Fonix intends to continue its strategic acquisition initiative. Visit [www.fonix.com](http://www.fonix.com) for more information, or call (801) 553-6600 and say “Sales.”

Investors and shareholders contact:  
Michelle Aamodt  
(801) 553-6736  
[investorrelations@fonix.com](mailto:investorrelations@fonix.com)

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.

###