



InComm and Cartoon Network Partner on New Gaming Card Introducing FusionFall Prepaid Cards at 17,000+ Retail Locations

ATLANTA, July 28, 2009 — InComm, a leading provider of prepaid transaction processing and electronic point-of-sale (POS) distribution solutions, has partnered with Cartoon Network to distribute prepaid cards for their AAA, browser-based massively multiplayer online game (MMOG), *FusionFall*. Cards are now available for purchase at select locations of major InComm retail partners including WalMart, Toys"R"Us, FYE, Suncoast, and will be rolling out to GameStop locations next week. *FusionFall* prepaid cards will be available in more than 17,000 retail locations nationwide this summer. For a full list of retailers, visit the official site: www.FusionFall.com/gamecard.

"Partnering with InComm is a key component of our strategy to offer as many opportunities as possible for our audience to enjoy the full benefits of *FusionFall*, Cartoon Network's biggest game to date," said Paul Condolora, Senior Vice President, Digital for Turner's Animated Young Adults and Kids Media group. "Combining InComm's robust relationships with the top U.S. retailers with our dynamic MMOG will be a big win for us."

FusionFall is a re-imagined and futuristic three-dimensional adventure set during an alien invasion of the Cartoon Network universe. Thrust into the role of a cartoon boy or girl, players will team up with other players and Cartoon Network characters to visit more than 60 different playable areas and defend the Cartoon Network universe from an alien invasion of epic proportions. The game is the first AAA browser-based MMOG for kids playable on both Mac and PC, and currently has more than 5 million registered accounts.

"Partnering with Cartoon Network on the launch of their new gaming card is a big opportunity for InComm," said Brian Parlotto, Senior Vice President of Consumer Products and International. "Bringing *FusionFall* to market reaffirms InComm's commitment to the gaming category and allows us to strengthen relationships with our top tier retail partners who will be able to offer hot new products with a built in base. Leveraging our expertise in the industry and our best practices at retail, InComm is able to create a value proposition for both our gaming and retail partners that is unrivaled in the category today."

With revenues from online games expected to reach over \$11.5 billion by 2011, consumer demand for new gaming products and game play experiences is starting to capture the attention of retailers across many categories. InComm's growing list of over 60 top-tier gaming partners represents the connection between opportunity and consumer demand, especially in the teen / young adult segment, for those merchants.

About Cartoon Network:

Cartoon Network (CartoonNetwork.com), currently seen in more than 97 million U.S. homes and 166 countries around the world, is Turner Broadcasting System, Inc.'s ad-supported cable service now available in HD offering the best in original, acquired and classic entertainment for youth and families. Nightly from 10 p.m. to 6 a.m. (ET, PT), Cartoon Network shares its channel space with Adult Swim, a late-night destination showcasing original and acquired animation for young adults 18-34.

About Turner Broadcasting System, Inc.:

Turner Broadcasting System, Inc., a Time Warner company, creates and programs branded news, entertainment, animation and young adult media environments on television and other platforms for consumers around the world.

About InComm:

InComm is the industry leading marketer, distributor and technology innovator of stored-value gift and prepaid products using its state-of-the-art point-of-sale transaction technology and payment solutions to revolutionize retail product sales and customer experiences. With nearly \$8 billion in retail sales transactions processed in 2008, InComm is the nation's largest provider of gift cards, prepaid wireless products, reloadable debit cards, digital music downloads, content, games, software and bill payment solutions.

InComm partners with consumer brand leaders around the world to provide more than 145,000 retail locations the products and services their customers demand. Since 1992, InComm's patented technologies have made the buying process easier for consumers while streamlining the selling process for product and retail partners. To learn more about InComm, visit www.incomm.com or call 1.800.352.3084. InComm is headquartered in Atlanta, GA with offices in Japan, Canada, the United Kingdom, Puerto Rico, Colorado, Texas, Florida, New Jersey, Oregon, Arkansas, Alabama and Minnesota.

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