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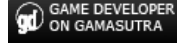
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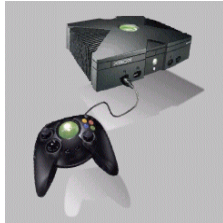
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# Microsoft Teams with Interlink Electronics for Xbox Controllers

January 26, 2001 | By Matthew Barker

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Interlink Electronics announced that the Xbox video game console from Microsoft will incorporate Interlink's patented Force Sensing Resistor to deliver enhanced user control of gaming action.

Xbox, which is scheduled to launch in fall 2001, has six buttons located near the top of the Xbox controller that guide character movements and actions. Utilizing Interlink's FSR technology, these buttons afford precise pressure sensitive control of slow character movements, as well as accelerated character actions.

"Xbox promises to 'raise the bar' in video gaming when it launches later this year," said Ray Pearson, Interlink's vice president of Sales and Marketing, "It is designed to redefine the gaming experience visually, mentally and viscerally through enhanced user-control of the gaming environment.

"Interlink Electronics' FSR technologies were created to enable more intuitive interface controls, and their contribution to the Xbox game controller is to deliver this enhanced level of game control, and the intense user satisfaction that goes with it. We are delighted to be a part of such a cutting-edge product."

January 26, 2001 | By Matthew Barker

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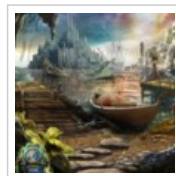
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