



CallWave Launches New Mobile and Web-based Collaboration Service—FUZE

Service Provides Industry-first Mobile Collaboration Capabilities with Synchronized, High-definition Video, Image and Document Sharing

NEW YORK AND SAN FRANCISCO – September 16, 2008 – CallWave, Inc. (NASDAQ:CALL), a leading global provider of mobile and Web-based unified communications solutions, today introduced FUZE, a new collaboration and conferencing service. Now available in beta, the new hosted service can be accessed from any computer or smartphone – enabling meetings to happen anytime, anywhere – bringing advanced collaboration capabilities to traditional conferencing.

Found online at www.FUZEmeeting.com, the service provides synchronized high-definition video collaboration with high quality audio conferencing along with secure instant messaging and managed presence. FUZE also incorporates local and international Internet calling and a unique “Fetch” feature that allows the FUZE moderator to bring attendees directly into meetings on-the-fly.

“Major sociological and economic forces are dramatically changing the way global professionals work. Today’s professional expects to be able to collaborate and conference when they want, from any device and at anytime, from anywhere in the world,” said Jeff Cavins, chief executive officer of CallWave. “FUZE redefines online collaboration in light of the changing workstyles of today and brings remarkable new efficiencies and capabilities never seen before in a collaboration service.”

Significantly, FUZE allows high quality Web collaboration and conferencing over both computers and mobile devices. The beta version of FUZE will currently support BlackBerry and Nokia devices, with support for the iPhone and Windows Mobile-based phones available soon. This is made possible by WebMessenger technology, which CallWave acquired in August 2008. WebMessenger enables seamless integration with Microsoft Office Communication Server (OCS), allowing enterprises to extend desktop functionality to mobile devices. FUZE is the first truly interoperable browser-based collaboration service, allowing meetings to be conducted in high-definition video, and with documents and images shared in sync over virtually any Internet-enabled device.

FUZE syncs with Microsoft Outlook, so the user can schedule conferences and send invitations from within FUZE, as well as easily add FUZE meetings to his or her Outlook calendar. FUZE's special "Fetch" feature automates bringing participants into the conference, thereby eliminating the need to dial into a conference and program passcodes.

With FUZE, users can initiate and visually manage conference calls from handheld devices. They can easily initiate a call, Fetch attendees, and soon, they will be able to present or view presentations, images and video content on their mobile handsets. Image capabilities for mobile devices are slated for release later this year. FUZE is browser-based, secure and requires no software downloads.

FUZE was designed to support demanding enterprise users, incorporating 128-bit SSL encryption as well as single-session tokens to maximize the security of each meeting. In addition, the hosted service provides .9999 uptime and unlimited scalability, making it ideal for even the largest organizations in mission-critical industries such as medicine and finance.

FUZE offers significant value to the creative and entertainment industries as well. "The video synchronization features in FUZE made it possible to collaborate with my director even when he was located around the globe," says film editor Billy Fox, A.C.E., who used FUZE extensively during the post-production of this summer's major motion picture *Traitor*. "We were able to have real edit sessions while he was in Toronto, London, France and Northern Africa, and I was in Los Angeles. With FUZE it was simple to share high definition video footage, and thanks to the video sync functionality, we were perfectly locked together across various locations, which let us work on various scenes with each of us watching the exact same footage. I'm not aware of any other service that can do anything like this."

FUZE is available for a free trial and instant access at www.fuzemeeting.com. Special introductory pricing is set at \$29 per month for monthly subscribers and \$228 for an annual subscription.

CallWave will be demonstrating FUZE on the desktop and on iPhone, Blackberry and Windows Mobile devices at the upcoming Web 2.0 Expo and Interop New York conferences being held in New York City on September 17-18. Demonstrations will take place in booth number 1112 at Interop and 1516 at Web 2.0.

About CallWave, Inc.

CallWave develops unified communication applications, which allow today's professional to communicate, collaborate and conference from anywhere in the world and from any device. CallWave's FUZE is a mobile and web-based collaboration service that enables secure collaboration, presence, real time communications and conferencing. FUZE offers unique features including high-definition and synchronized video and imagery. CallWave's WebMessenger solutions securely extend unified communications applications to mobile devices. CallWave acquired WebMessenger in August 2008.

Founded in 1998, CallWave is publicly traded on the Nasdaq under the symbol "CALL," and is headquartered in San Francisco. Please visit: www.callwave.com.

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