

AWCC LAUNCHES POKEMON GO IN AFGHANISTAN

The World's Most Popular Mobile Game Is Now Available Free Of Charge To AWCC Clients

Kabul, Afghanistan, August 25, 2016? **Afghan Wireless Communication Company (AWCC)** (www.afghan-wireless.com), the founder of Afghanistan's mobile communications sector, and a leading provider of communications, mobile payment and entertainment services to consumers and businesses, announced today that **Pokemon Go**, currently the world's most popular mobile game, was now available as a free download to all Afghan Wireless clients.

AWCC clients with smartphones and data plans can download the game from Google Play or the Apple Store and join more than 130 million people from around the globe who have installed Pokemon Go on their mobile devices.

Combining a player's real-time geographic location, with vivid virtual reality, Pokemon Go challenges players to travel through an area, illustrated as a map on their mobile device's screen, with the aim of finding Pokemon, who on screen, appear to be sharing the player's location. AWCC clients can find additional information about Pokemon Go by calling 152, or by visiting AWCC's Facebook Page.

?Launching Pokemon Go in Afghanistan is the latest example of how Afghan Wireless is the leader in providing our subscribers with world-class Communications, Information and Mobile Entertainment Services,? said Mr. Amin Ramin, AWCC's Managing Director.

About Afghan Wireless:

Afghan Wireless Communication Company (AWCC) (www.afghan-wireless.com), is Afghanistan's first wireless communications company and the founder of Afghanistan's wireless communications market. Launched in 2002 by **Dr. Ehsanollah Bayat**, Chairman of the **Bayat Group** (www.bayat-group.com), AWCC provides 2.5G, 3G and High-Speed 3.75G+ Voice, Data, Internet and Mobile Payment Services to more than five million Business and Consumer Clients, located in all of Afghanistan's thirty-four provinces. The Company has global partnerships with 425 wireless carrier networks in 125 countries.