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ECD Systems® Announces Indie Game Showcase Semi-Finalists

Winner to be announced at Austin GDC September 2007

MARSTONS MILLS, MA – August 16, 2007 – ECD Systems®, the technology innovator for the video game industry, announced today that the company has named the top 20 semi-finalists for its second-annual Independent Game Developers Showcase. Game developers from around the globe have entered their games into one of two categories: general and casual games. The semi-finalists are as follows:

General Category

- Blockland – developed by Step 1: Games LLC (USA)
- Call of the Dragon – developed by MindsEye Games & Hexgear Studios (USA)
- Confronter: The Tower of Time – developed by EivaaGames (India)
- DawnSpire – developed by Silent Grove Studios (Sweden)
- DEFCON: Everybody Dies – developed by Introversion Software (UK)
- RoboBlitz – developed by Naked Sky Entertainment, Inc. (USA)
- Sector 13 – developed by Reactor Interactive (USA)
- Soldat – Michal Marcinkowski (Poland)
- Synaesthete – developed by Students, DigiPen Institute of Technology (USA)
- Uberpong – developed by Nibbo Studios (Mexico)

Casual Category

- BattleBrain – developed by DVideo Arts Inc. (USA)
- Baseball Mogul 2008 – developed by Sports Mogul Inc. (USA)
- Bubble Chamber – developed by CerebraGames.com (USA)
- Drops – developed by debrill Multimedia (Germany)
- Fizzball – developed by Grubby Games (Canada)
- Mayawaka – developed by PoBros Inc. (USA)
- Opera Slinger – developed by Treblemakers (USA)
- TubeTwist: Quantum Flux – developed by 21-6 Productions (USA)
- Stunt Bike Island – developed by ForgeFX (USA)
- Word Archery – developed by Anino Games (Philippines)

“This is a very exciting time for me, my team, and for Sector 13, and we couldn’t be prouder to be a semi-finalist in this competition that attracted over 140 game entries,” said Drew Clark, *Sector 13*.

“The Showcase semi-finalists truly demonstrate to the gaming community the value of what independent game developers can offer in terms of game variety and quality,” said Jack Hart, CEO of ECD Systems. “We are excited to be a valuable stepping stone for these developers and to help their great work gain recognition not only from the industry, but also from players,” added Hart.

“It’s wonderful to see such a well-organized effort dedicated to bringing exposure to those with a spark of creativity and passion for games, “ said Matthew Laurence, *Opera Slinger*. “Events like this help to make independent game developers feel like we have truly accomplished something important.”

Eric Hartman, *Blockland*, added, “I created Blockland because I wanted to play it, but it didn’t exist. I think it’s great that other people want to play it too, I would guess that a lot the games in the showcase were created with this mindset and that’s what makes them fun and unique.”

A recent popular vote determined the list of semi-finalists, which are now in the hands of the Indie Showcase’s judging panel to determine the three runner-up games and winner. The panel consists of industry professionals from the game development community, college instructors, major publishers and leading gaming Web sites. These industry professionals are champions for the independent game developers and are searching for the best of the best in terms of what the independent spirit can bring to the video game industry.



Grand prize winners will receive a specially configured game developer's workstation. Category finalists will also receive valuable prizes. In addition, ECD will provide category finalists with licenses for its flagship Digital Armor products and FairShare™, the company's recently launched social networking technology.

About ECD Systems®

ECD Systems® provides technology innovations for safely creating, sharing and playing video games. Its flagship product, Digital Armor, provides developers and publishers with proven protection against the theft of digital content throughout the life cycle of a product. ECD also offers unique patent-pending technologies that form the FairShare Social Networking Engine (SNE), an enabling tool that helps gamers and developers distribute exchange and build communities around their passion. Additional information can be found at www.ecdsystems.com.

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