



## **ECD Systems® Announces 3rd Annual Indie Game Showcase Finalists**

*Winners to be announced at 2008 Austin Game Developers Conference*

**Marstons Mills, MA – September 11, 2008** - ECD Systems®, the technology innovator for the video game industry, announced today the finalists for its third-annual Independent Game Developers Showcase. Game developers from around the globe entered their games into one of three categories: general, casual and student games. The finalists are as listed below. Winners will be posted in Booth #210 on Monday, September 15 at the Austin Game Developers Conference. Stop by for complete list.

### **General Category:**

- Alien Shooter 2 – developed by Michael Murashov, Sigma Team (Russia)
- Avernum 5 – developed by Jeff Vogel, Spiderweb Software (USA)
- Band of Bugs – developed by Wahoo Studios (USA)
- Democracy 2 – developed by Cliff Harris, Positech Games (UK)
- Engine of War – developed by Michael Todd, Akith Games (Canada)
- Hurrican – developed by Joerg Winterstein, Poke 53280 (Germany)
- Hyper Invasion Michael Rodriguez (USA)
- Immortal Defense – developed by Paul Eres, Radical Poesis Games & Creations (USA)
- Penguins Arena – developed by Christophe Canon, Frogames (France)
- Pizzicati – developed by Giles Coope (UK)

### **Casual Category:**

- Bushwhack – developed by Troy Jezeski, Bad Milk Games (USA)
- Holons – developed by Jason Tolbert, CerebraGames (USA)
- Lasso – developed by Chabane Maudi, CannedEssence Labs (USA)
- Mi Pueblito – developed by Oscar Miguel Guillen Hernandez (Mexico)
- Rollerdex – developed by Jarren Das, Firstborn Interactive (Australia)
- Shift – developed by Daniel McNeely, Armor Games (USA)
- Stranded ii – developed by Peter Schauß, Unreal Software (Germany)
- Swap The Matrix – developed by Subhendu Behera, EivaaGames (India)
- Thunderwheels – developed by Luis Fornero, G-Boot Games (Spain)
- Word Craze – developed by Julius Medalla, JoXtechnology (Philippines)

### **Student Category:**

- And Yet It Moves – developed by Christoph Binder, Felix Bohatsch, Jan Hackl, Peter Vorlaufer (Austria)
- Froggle – developed by DigiPen (USA)
- Mayhem Intergalactic – developed by Christopher Pelling (Australia)
- Scriptarians: The Tournament – developed by Piotr Zygodlo (Poland)
- Zenek Zombie – developed by Maciej Lamberski (Poland)



"We are thrilled with the turnout for this year's Games Showcase, and specifically with the variety, value and creativity of game play the participating developers and students exhibited," said Jack Hart, CEO of ECD Systems. "Now its in third year, this contest is an established venue for these independent developers to gain recognition, as well as connect and establish relationships with industry professionals and gamers," added Hart.

A popular vote determined the list of semi-finalists, which is now in the hands of the Indie Game 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 game Websites. 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 in the general and casual categories will receive a specially configured game developer's workstation sponsored by Alienware. The three runners-up will receive iPod nanos, sponsored by Best Buy. The grand prize winner in the student category will receive a \$1,000 school scholarship. In addition, ECD will provide category finalists with licenses for its flagship Digital Armor products.

#### **About the Indie Game Developers Showcase**

The third-annual Indie Game Developers Showcase recognizes independent game developers as a vital creative engine within the multibillion-dollar video game industry. Gamers have a chance to play and to vote on demo versions of entrants' games; this popular vote counts for 40 percent of the total ranking. A panel of judges will contribute the remaining votes. Both the winners and finalists will be announced at the Austin Game Developers Conference in September 2008.

Additional information on the Independent Game Developers Showcase can be found at <http://www.indiegameshowcase.com>.

#### **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](http://www.ecdsystems.com).

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