



ECD Systems Announces Winners of Third-Annual Indie Game Showcase

MARSTONS MILLS, MA – October 6, 2008 – ECD Systems®, the technology innovator for the video game industry, has announced that Akith Games' *Engine of War* (general category), Unreal Software's *Stranded II* (casual games category), and Maciej Lamberski, creator of *Zenek Zombie* (student category), are the winners of its third-annual Independent Game Developers Showcase. The formal announcement was made at ECD's booth during the Austin Game Developers Conference.

The runners-up in the General and Casual categories are as follows:

General

- *Hurrican* – developed by Joerg Winterstein of Poke 53280
- *Avernum 5* – developed by Jeff Vogel of Spiderweb Software
- *Band of Bugs* – developed by Wahoo Studios

Casual

- *Swap the Matrix* – developed by Subhendu Behera of EivaaGames
- *Lasso* – developed by Chabane Maudi, CannedEssence Labs
- *Rollerdex* – developed by Jarren Das of Firstborn Interactive

"We are very proud to be working with such talented developers and proving to the 'big guys' that independent game developers are vital creative engines for the industry," said Jack Hart, CEO of ECD Systems. "Now in its 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."

Engine of War, Akith Games' winning title, combines zombie and drone fighting action with game simulation that lets players design electric circuits and customize their own weapons.



In Unreal Software's *Stranded II*, players will go on an adventure while they struggle for survival. In the game, players need to learn how to gather food, build tools and weapons, hunt, build shelter and vehicles, tame wild animals, and even find legendary treasures.

Maciej Lamberski, creator of *Zenek Zombie* and winner of the student category, is currently in his second year studying at Politechnika Świętokrzyska in Kielce, Poland.

The grand prize winners in the Casual and General Categories, will receive a specially configured game developer's workstation. Runners-up in each category will receive iPod nanos, sponsored by Best Buy. In addition, the grand prize winner in the student category walked away with a \$1,000 school scholarship. Category finalists also received valuable prizes, including licenses for ECD's flagship Digital Armor products.

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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