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ECD Systems Announces Winner of First Annual Independent Game Developers Showcase

E3 2006 Attendees Choose 21-6 Productions as Inaugural Showcase Champion

LOS ANGELES-- ECD Systems, the innovator in anti-piracy and copy protection software, has announced that 21-6 Productions, Inc., is the winner of its first annual Independent Game Developers Showcase. E3 2006 attendees voted for 21-6 Productions' TubeTwist as the best indie game following two days of intense competition between four finalists at the exposition this week.

21-6 Productions beat out the competition this morning at E3 with its science themed puzzle game, TubeTwist. Flashbang Studios, LLC, took home second place while Rabidlab came in third and Virtue Games garnered fourth place. The four finalists' games featured ECD's Digital Armor copy suppression software that protected each game without impacting game play. 21-6 Productions will take home a gameplay-optimized demo PC as well as a free license for Digital Armor protection against revenue-eroding piracy.

"The passion and innovation demonstrated by all the participants indicates the level of commitment and creativity that independent developers have for their craft," said ECD Systems CEO Jack Hart. "We continue to support their dedication by creating software that helps them protect their games, now and in the future."

In 21-6 Productions' winning game, a renowned scientist in charge of Project TubeTwist has gone missing. In an attempt to find the professor, the gamer must reconstruct the scientist's experiments and solve the mystery of her disappearance. The overall goal of the game is to construct a machine that will guide the professor's famous Macroton devices from their starting positions to a final reactor tube where their energy will be extracted and stored for later use. Over thirty different tubes of various shapes and sizes must be combined to complete the machines including spirals, switches, anti-gravity devices, twisty turns, and precipitous drops.

"We are honored to be a part of ECD's showcase, which has provided us with both exposure and revenue-saving copy suppression technology that helps ensure the financial success of independent games," said 21-6 Productions president Justin Mette. "While at E3 we received invaluable feedback directly from gamers and we wish to thank ECD for the opportunity to have our game played by thousands in only a few days."





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ECD's Independent Game Developers Showcase is designed to bring greater visibility to the games currently being marketed by independent developers. The copy protection software maker launched the showcase at the Game Developers Conference (GDC) earlier this year, where they partnered with indie developer Broken Attitude Studios. As part of the launch, the companies debuted a demo version of Broken Attitude's forthcoming title, Transient Shift, which demonstrated that ECD's copy protection software does not negatively impact the gaming experience.

About ECD Systems, Inc.

The technology leader in protecting valuable title assets during entire product life, ECD Systems, Inc. was founded in 1999. ECD is focused on providing robust protection for independent to large publishers against the theft of digital content throughout the life cycle of a product. ECD has developed unique patent-pending technologies that combine to form the Digital Armor(TM) solution that protects a product from its earliest transfer from design studio to design studio, internal and external product testing and review, mastering and replication and finally, protection for when the product is in the hands of the end-user. By providing life-cycle product protection, ECD has taken a major step in preventing unplanned or unauthorized product releases. Additional information can be found at www.ecdsystems.com.

