



PRWeb: Technology Games





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Snowbird Perks Add Warmth to Winter Beach Getaways

New Sterling Resorts partnership with professional recreation consulting company Go Play, Inc provides entertainment specials and activities in January and February.

Panama City Beach, FL (PRWEB) November 21, 2009 -- As if Northwest Florida's white sand beaches, crystal blue waters and comfortable winter temperatures weren't enough of a draw for Snowbirds, a new partnership with experts in fun and games will be. This January and February, Sterling Resorts teams up with Go Play, Inc, a professional recreation consulting company, to provide activities for Sterling Resorts winter guests.

Some of the activities planned include: fishing excursions, yoga on the beach, Wii bowling tournaments, cooking classes, movie nights, wine tastings and special events like a casino trip to Biloxi, a Super Bowl party and golf tournaments. "Sterling's goal is to make winter at the beach the best time of the year, whether our guests are walking along Sterling's gorgeous stretches of beach or spending time with friends in one of our beautiful properties," said Jayna Leach, Marketing Director for Sterling Resorts. Sterling also hopes to get to know its guests a little better by collecting recipes for a guest cookbook.

All winter guests who stay with Sterling Resorts are automatic members of the Sterling Snowbird Club, and receive welcome gifts including discounts for local restaurants and businesses in Panama City Beach, the Beaches of South Walton, Destin, and coastal Mississippi. Other perks include rates starting from \$33 per night, free DVD rentals and free local and long distance calls, including calls to Canada.

Whether you are looking for [condo deals](#) in Panama City Beach, or [condominiums for rent in Destin](#), Sterling's vacation planners can help you find the perfect location for your beach getaway.

For more information about [Sterling condos](#), including [Laketown Wharf rentals](#), the newest Sterling rental property, or to make reservations, visit [SterlingResorts.com](#) or call 1-866-226-1284.

About Sterling Resorts:

Sterling Resorts is one of the Southeast United States' leading vacation rental management companies. Sterling's current portfolio includes more than 20 beautiful condominium resorts featuring 1000 units of luxurious vacation homes in Northwest Florida and Mississippi. Sterling Resorts is a division of Dallas based Encore Enterprises, which is a full service real estate company focused on hotels, resorts, multi-family and retail. To learn more, visit [SterlingResorts.com](#) or call 1-866-348-0920.

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News Image





'World wide Ceilidh' Launched to Celebrate St Andrew's Day

To celebrate St. Andrew's Day 2009, Scotland is inviting revellers from around the world to join the celebrations online with the launch of a new viral campaign, "World wide ceilidh".

(PRWEB) November 21, 2009 -- Scotland is inviting St Andrew's Day fans across the world to don their kilts and enjoy a highland fling with friends at the world's first online '[World wide Ceilidh](#)'.

The new online viral campaign on [Scotland.org](#) is jam packed with applications which allow St Andrew's Day fans worldwide to give themselves a Scottish makeover. After kitting themselves out in a kilt and sporran, taking their online partner by the hand and dancing a Scottish ceilidh reel, St Andrew's Day revellers can invite their friends and family to join in wherever they may be in the world.

Visitors to Scotland.org, Facebook and Twitter fans are amongst the first people who have already joined in the online fun. The official Gateway to Scotland website also includes a wealth of information to help people worldwide celebrate St Andrew's Day.

Events are taking place throughout Scotland and worldwide in celebration of our national day and the Homecoming Scotland Finale celebrations.

Throughout 2009, Scotland has been celebrating the year of Homecoming and has welcomed thousands of visitors to the country. St Andrew's Day marks the finale to Homecoming Year with over 40 events taking place throughout Scotland.

For a full list of free activities taking place in your area from Saturday 29th November – Monday 30th November, visit [Scotland.org/St Andrew's Day](#).

ENDS

Notes to Editors:

St Andrew's Day, Scotland's National Day, is on November 30.

A Ceilidh is a Scottish social gathering with traditional music, dancing, and storytelling.

The worldwide ceilidh is a fun online viral campaign designed to encourage people of all ages both in Scotland and across the globe to join in the fun of celebrating St Andrew's Day.

Scotland.org is the official Gateway to Scotland website and provides introductory information on Scottish culture and visiting, studying, working and doing business in Scotland. The website also provides a wealth of information on celebrating St Andrew's Day including: the history of St Andrew, events in Scotland and overseas, visiting Scotland's attractions for free on St Andrew's Day, and hosting your own event.



Regular updates on “doing something” for St Andrew’s Day 2009 are being provided to fans through social networking sites.

This year Scotland.org is working in partnership with Homecoming Scotland 2009. There are over 40 events taking place across Scotland as part of the Homecoming Scotland Finale Celebrations taking place from 26th-30th November.

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You can read the online version of this press release [here](#).



Artbeads.com Collaborates with Ubisoft® on an Innovative Video Game Concept

Artbeads.com, the Gig Harbor, Washington based online retailer of [beads](#) and jewelry supplies partnered with Ubisoft, a leading video game publisher, to bring their Style Lab™ Jewelry Design's in-game creations available for purchase on Artbeads.com.

(PRWEB) November 19, 2009 -- Style Lab™ Jewelry Design, a new video game for Nintendo DS™ and Nintendo DSi™ allows girls to design a variety of jewelry pieces using a range of gorgeous colored beads and charms that are all based on actual items offered on www.artbeads.com. Using the DS stylus, girls can create earrings, necklaces, bracelets, cell-phone charms and bookmarks. Players can display their unique in-game creations by uploading their finished design on www.ubiworld.com, Ubisoft's online extension for the Style Lab video games. Players will have the option to order and purchase their finished design from Artbeads.com and own and wear their in-game jewelry creation in real life.

Artbeads.com has been a destination for beaders and crafts people on the Internet for the past 10 years where they have been able to purchase high-quality products and browse a Learning Center providing [free jewelry designs](#) and inspiration to create beautiful objects. Now Artbeads.com has taken this a step further and has worked with Ubisoft and game developer 1st Playable Productions to help provide the content necessary to make [Style Lab™ Jewelry Design](#) a successful new DS game targeting the aspiring young jewelry designer.

"The capability to turn a virtual jewelry design into a physical piece of jewelry is a real breakthrough," said Michael Hervieux, Artbeads.com Chief Operating Officer.

Artbeads.com worked closely with Ubisoft and 1st Playable Productions to select jewelry components and create templates that would ensure each player's custom design could be made into a quality piece of jewelry that closely matched their in-game design. With this innovation, players can now create custom wearable jewelry for themselves or to give to friends and relatives for a truly one-of-a-kind gift experience. They can even share these designs with others who might like to purchase them. The manufacturing of each jewelry design will occur at Artbeads.com's facility in Gig Harbor, Wash.

About Artbeads.com

Artbeads.com is a leading provider of beads and jewelry supplies for jewelry designers and the beading community. Artbeads.com caters to the quality-conscious designer with products like Swarovski crystal beads and the finest sterling silver beads, but also works vigorously to keep prices low. Thanks to Artbeads' buying power, those looking for wholesale beads are attracted by wholesale pricing discounts, no minimum order requirements and fast, free shipping anywhere in the US. With a vast Learning Center, Artbeads.com is also a popular destination for beginners looking for jewelry designs and tips on how to make jewelry.

About Ubisoft

Ubisoft is a leading producer, publisher and distributor of interactive entertainment products worldwide and has



grown considerably through a strong and diversified line-up of products and partnerships. Ubisoft is present in 28 countries and has sales in more than 55 countries around the globe. It is committed to delivering high-quality, cutting-edge video game titles to consumers. For the 2008-09 fiscal year Ubisoft generated sales of 1.058 billion euros. To learn more, please visit www.ubisoftgroup.com.

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Nintendo DSi and Nintendo DS are trademarks of Nintendo. © 2009 Nintendo.

Game and real-life design each priced and sold separately. Jewelry piece must be ordered by a parent or guardian and may vary from actual in-game design. Jewelry piece is not a toy and is not suitable for children under three due to small parts.

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You can read the online version of this press release [here](#).



Feed the Mind: Brain Metrix Experiences Tremendous Growth with Popularity of Brain Fitness Games

Scientific research proving that brain training exercises can improve mental acuity, focus and memory as well as prevent and even reverse mental atrophy, has led to a surge in interest in the emerging niche of brain fitness. Brainmetrix.com, a free brain training games website, has seen a 40% growth in traffic alone in the last 6 months.

(PRWEB) November 19, 2009 -- With research showing that brain stimulation exercises can help prevent the onset of debilitating diseases like Alzheimer's and dementia, the popularity of brain games has led to a 40 percent increase in web traffic for popular free brain game site BrainMetrix.com.

Brain Metrix is a popular educational website with hundreds of free [brain games](#). It is completely dedicated to brain training programs that will train and test memory, reflex, creativity and more. These games can help people process information more quickly and efficiently and can enhance the ability to multi-task. Brain games can improve concentration, increase brain reflection speed, enhance memory and even improve intelligence.

Experts say that brain fitness is the "capacity of a person to meet the various cognitive demands of life." Among other things, brain fitness can determine a person's ability to understand and process information. It can even affect how someone comprehends and manages relationships.

There are ways to foster brain fitness, such as getting an education, being mentally active and participating in a [brain fitness program](#) to challenge cognitive skills.

Brain fitness is a widely studied field. Scientists have studied the process of neurogenesis, which is the creation of new neurons in the brain. If a brain cell is more active, it develops more connections with its adjacent neurons, called dendritic sprouting. It has been proven that mental exercise increases the rate of neurogenesis, also helping neurons grow and stay healthy.

Brain Metrix offers hundreds of free games created by experts in the field of brain growth. It's one of the best Websites dedicated to cognitive thinking and [brain fitness](#)--and it's all free.

Brain training activities include memory tests, IQ boosters, Sudoku, spatial intelligence, math problems, brain concentration games, cognitive thinking games, brain reflection tests and more.

One of the most popular brain games is the IQ Booster. This has three games about chess, a strategy game called 8 Queens and the brain game Chess Knight. Sudoku is known to stimulate brain activity and is one of the fastest-growing games in the world. The spatial intelligence game uses a Rubik's Cube puzzle, which stimulates visual memory and spatial intelligence. The math game is not complicated, but the goal is to solve as many questions as possible in a short time. The [brain](#) concentration game is challenging, but that stimulates the brain even more. Another fun brain exercise includes arranging numbers in a certain order very fast. There are several levels. Cognitive training games are fun and simple, but they can really enhance cognitive and prediction abilities. On Brain Metrix, good players can predict where a ball will hit, using the mouse to go to the right spot very



quickly. The IQ tests are for brain training, not to determine an actual IQ score.

Visit www.brainmetrix.com for one of largest and best collections of challenging and fun brain games.

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MAXON Congratulates 3D Design Category Winner in the Cut&Paste 2009 Digital Design Tournament's First-Ever Global Championship

Gabriel Smetzer of San Francisco Taps CINEMA 4D's Rich 3D Toolset Taking Top Honors in the Leading International Competition Celebrating Independent Design and Creativity

Newbury Park, CA (PRWEB) November 19, 2009 -- [MAXON](#) a leading developer of professional 3D modeling, painting, animation and rendering solutions, congratulates Gabriel Smetzer on winning the 2009 Cut&Paste Digital Design Tournament's first-ever Global Championship in the 3D Competition category. Smetzer, a San Francisco-based freelance motion graphics designer tapped into MAXON's CINEMA 4D rich 3D content creation toolset taking advantage of its intuitive interface and logical workflow to achieve the winning 3D design beating out 15 other international semifinalists in this category. Smetzer's winning design can be viewed at: <http://gc2009.cutandpaste.com/3d-design.htm>.

The [Cut&Paste Digital Design Tournament](#), now in its fourth year, is the leading live design competition that provides visibility and inspiration to established and aspiring designers while showcasing the creative process. From February to June 2009, Cut&Paste organizers conducted qualifying events in 16 cities worldwide -- Los Angeles, San Francisco, Portland, Boston, New York, Toronto, Chicago, Amsterdam, London, Berlin, Barcelona, Milan, Hong Kong, Shanghai, Tokyo, and Sydney -- resulting in 256 international competitors and 48 city semi finalists in the 2D, 3D, and Motion Design categories. According to Cut&Paste organizers, the events are punctuated, "...with the broad geographical reach of an Olympic event and the nervy psychological gamesmanship of the X Games..." taking the "...approach to design as spectator sport...like never before."

At the Global Championship grand finale which took place in New York City on Friday, October 16, 2009, Smetzer competed onstage with 15 other semifinalists in a fast-paced environment and a tech setup that projected the creation process in real-time on large-scale displays in full view of an audience and a panel of judges. Each competitor was able to select the 3D program of their choice and asked to create an original design within a 20-minute period related to the themes of "Duality" and "My Instrument".

Smetzer, who has used CINEMA 4D the past five years on a wide variety of artistic and corporate projects for clients such as NASA, Cisco, Nokia, etc., deployed the software at Cut&Paste 2009 and commented that having the right software tools was key to successfully bringing his concept to life from start-to-finish in the extremely limited timeframe.

"A good product design has a huge audience, but the designer rarely does. Cut&Paste changes all that. The first few minutes of the competition I was a little shaky competing against several other designers, a panel of judges watching over my shoulder, an audience of spectators, and cameras in my face. I soon started to warm up and relax as my concept started taking shape and I was able to let the creativity flow and focus on intensely pushing polygons around," said Smetzer. "I chose CINEMA 3D as my 3D 'weapon-of-choice' and believe the software gave me the competitive edge to quickly create a quality, original concept that would excite people as well as allowed me to easily 'nail' the lighting before rendering. The NURBSs modeling, splines, deformers and the

functions were awesome and helped me shape my images within minutes.”

For the “Duality” theme at the Global Championship event, Smetzer created a crow which he explains is a living symbol of the after-life in many cultures. The design included giving life to colorful flying cubes emanating from the bird’s open beak. For his “My Instrument” design, Smetzer created a phonograph with flowers growing out of the horn which he stated was a crowd pleaser and an idea everyone could relate to.

Smetzer adds, “Some of the 3D competitors really struggled with their renders. My final renders were full screen, included ambient occlusion and quality anti-aliasing and were finished in less than a minute on a duo core machine. I love using CINEMA 4D because it makes production fast and easy and there is no limit to what story I can tell.”

“The Cut&Paste Digital Design Tournament is one of the most prominent international showcases for artists on top of their game to create and share great design work under the most extreme circumstances,” said Paul Babb, president, MAXON US. “We congratulate Gabriel Smetzer for pushing artistic boundaries with his talent, stamina and focus and are pleased that our robust software tools played a central role in helping him take top honors in the 3D Design category.”

Smetzer first became acquainted with CINEMA 4D at a Berkeley, Calif. community college multimedia art program. As a self-described 3D generalist, he has tried other 3D software programs but has found CINEMA 4D especially lends itself to small studio environments as it is easy to learn and “makes sense” coming from an artist versus technical background. Smetzer continues to sharpen his 3D skills and knowledge of CINEMA 4D at [Cineversity](#), MAXON’s 24/7 education and training resource site. Additional information on Gabriel Smetzer is available at Art & Design in Motion, www.gabrielsmetzer.com (website) and www.gabrielsmetzer.tumblr.com (blog).

About MAXON Computer

MAXON Computer is a developer of professional 3D modeling, painting, animation and rendering solutions. Its award-winning CINEMA 4D and BodyPaint 3D software products have been used extensively to help create everything from stunning visual effects in top feature films, TV shows and commercials, cutting-edge game cinematics for AAA games, as well for medical illustration, architectural and industrial design applications. MAXON has offices in Germany, USA, United Kingdom, France and Japan. MAXON products are available directly from the Website and its worldwide distribution channel. Specially priced learning editions of the company’s software solutions are also made available to educational institutions. For additional information on MAXON visit www.maxon.net.

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Image links:

http://www.maxon.net/fileadmin/maxon/news/CutAndPaste-Final_Round.jpg

http://www.maxon.net/fileadmin/maxon/news/CutAndPaste-First_Round.jpg

http://www.maxon.net/fileadmin/maxon/news/CutAndPaste-Gabriel_inaction.jpg



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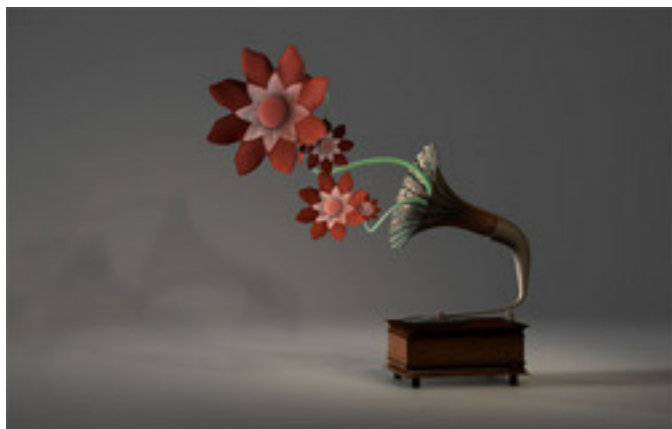
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News Image





The Treasures of Montezuma® 2 Discovered on iPhone™ and iPod® Touch Today

Alawar Entertainment, one of the world's leading publishers of casual games, today announced that The Treasures of Montezuma® 2, the sequel to its popular gem of a game, is now available to iPhone and iPod Touch owners worldwide! It is available in the Apple App Store at <http://itunes.apple.com/WebObjects/MZStore.woa/wa/viewSoftware?id=338513222&mt=8> for just \$1.99.

Alexandria, Va. (PRWEB) -- Alawar Entertainment, one of the world's leading publishers of casual games, today announced that The Treasures of Montezuma® 2, the sequel to its popular gem of a game, is now available to iPhone and iPod Touch owners worldwide! It is available in the Apple App Store at <http://itunes.apple.com/WebObjects/MZStore.woa/wa/viewSoftware?id=338513222&mt=8> for just \$1.99.

Return to the jungle in The Treasures of Montezuma® 2, an all-new match-three game with more levels, more challenges and more fun! Power up totems and unleash special powers by making multiple matches of the same colored token. Then, rack up a high score by activating Score Frenzy with a series of insanely fast matches. Don't forget to unlock trophies for performing amazing feats as you try to collect all of the gems on each level before time runs out! As players progress through the game levels, they will construct the ancient capital of the Aztecs, collect precious crystals and learn the secrets of their magic.

Key features include:

- 120 Adventure Mode levels for massive game play value, culminating in the reconstruction of the ancient capital of the Aztecs!
- An Endless Mode where players are challenged by increasingly intense game play, seeking out riches to their hearts' content
- Three difficulty levels to engage everyone, from beginners to master treasure hunters
- Five hidden-object bonus levels to scour for secret caches and reveal the next challenge
- Fabulous 3D shading effects as a special bonus to iPhone 3GS & iPod Touch third generation owners!

The Treasures of Montezuma® 2 was optimized for iPhone OS 3.0 by its Friday's Games division, an internal studio already responsible for six successful iPhone products, including the recently released and well-received Gourmania.

“The original game was highly regarded by casual gamers all over the world and I'm extremely happy to announce the release of its sequel,” said Kirill Plotnikov, Alawar's vice president of publishing. “With even more robust game play and all-new game modes, this second installment is sure to please fans and newcomers alike.”

The Treasures of Montezuma® 2 has been rated 4+ for distribution in the Apple App Store. Visit <http://iphone.alawar.com/?p=247> for more information and <http://www.youtube.com/watch?v=qEyKggRb1WQ> to see the game in action.



About Alawar Entertainment: Alawar Entertainment has specialized in the development, publication and distribution of casual games since 1999. The company has published more than 200 titles worldwide and is the largest provider of casual games in Eastern Europe. Today, Alawar works with five internal studios and more than 30 external developers, providing a full range of services that includes game production, distribution and marketing, distributing its releases via its broad network of Web sites. In addition to distributing games online, Alawar works with CD publishers in more than 20 countries. Visit www.alawar.com for more information.

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Note to Editors: Screenshots and logos are available for download at
http://files.e2ma.net/18619/assets/docs/the_treasures_of_montezuma_2_iphone.zip.

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You can read the online version of this press release [here](#).



Welcome Holmes: 7-Eleven® Gets Clued in to Sherlock Holmes Online Experience, In-Store Movie Promotion

Today 7-Eleven® stores nationwide launch their tie-in and support of the Sherlock Holmes movie, expected to be a huge holiday hit. 7-Eleven is clued into the experience through a subtle reference in an online Sherlock Holmes challenge and on its coffee-cup sleeves.

Dallas, TX (Vocus) November 16, 2009 -- “I spy Sherlock Holmes.” That’s what [7-Eleven®](#) customers who visit stores or the retailer’s website beginning Nov. 16 might be saying as the convenience retailer leaves not-so-vague clues about its end-of-year fresh foods and beverage deals.

Leading up to the Dec. 25 (Christmas Day) release of Warner Bros. Pictures’ Sherlock Holmes, the characters from the film—Sherlock Holmes and Dr. John Watson (played by Robert Downey Jr. and Jude Law, respectively) will appear in 7-Eleven stores on everything from window banners to point-of-purchase (POP) signage at the grill, hot beverage bar, sales counter and fuel pumps to promote the movie and 7-Eleven products, such as Big Bite® Oscar Mayer all-beef hot dogs, Go-Go Taquitos, breakfast sandwiches and coffee.

As part of the movie’s advance teaser campaign, an online, viral challenge invites amateur detectives to play as either of the main characters – Sherlock Holmes or Dr. John Watson. The experience can be found at www.221B.sh (which reflects Holmes’ London address of 221B Baker Street).

7-Eleven coffee-drinkers who want to get hot on the trail of the challenge can get a head start with the co-branded “How Holmes Are You?” coffee cup sleeves. The sleeves contain a clue and web address, www.711.221B.sh, which connects consumers to a unique 7-Eleven 221B microsite. Players who successfully complete a fingerprint matching game will earn an exclusive clue to help them solve the mystery afoot within the main 221B experience.

The primary Sherlock Holmes online challenge reveals clues leading up to the movie’s opening scene, and also gives a hint to the 7-Eleven promotional partnership with Warner Bros. Pictures. One of the pieces of evidence is a vintage newspaper that features a front page ad for “Joe C. Thompson’s Coffee Emporium—Open from 7 a.m. to 11 p.m.” In 1927, Joe C. Thompson Jr. founded The Southland Ice Company, the precursor to the 7-Eleven convenience-store chain.

“Sherlock Holmes has already garnered a significant amount of positive buzz and promises to be a hit this holiday season,” said Rita Bargerhuff, 7-Eleven Vice President and Chief Marketing Officer. “While consumers are already seeing Warner Bros. Pictures’ marketing campaign for the film, 7-Eleven customers will get a peek at the Holmes and Watson characters on in-store signage with clever phrases promoting value-oriented offerings, like quality fresh food and coffee.”

Working with 7-Eleven on the campaign is its agency of record -- FreshWorks, a consortium of Omnicom advertising and marketing companies.



Tag lines like “Hunger Solved,” “Killer Duo,” “It’s No Mystery,” “Grab Our Killer Deal” and “Get a Clue” will promote two-for-\$2 Big Bite hot dogs, 99-cent Go-Go Taquitos, new Sausage, Egg & Cheese Breakfast Sandwiches and discounts on coffee refills.

About 7-Eleven, Inc.

7-Eleven, Inc. is the premier name and largest chain in the convenience retailing industry. Based in Dallas, Texas, 7-Eleven operates, franchises or licenses some 7,900 7-Eleven® stores in North America. Globally, 7-Eleven operates, franchises or licenses more than 36,900 stores in 15 countries. During 2008, 7-Eleven stores worldwide generated total sales of more than \$53.7 billion. 7-Eleven has been honored by a number of companies and organizations recently. Accolades include: #3 in Forbes magazine’s Top 20 Franchises to Start, #3 among Top 100 Global Franchises by Franchise Direct, #3 in Store Growth by Convenience Store News, #2 in Franchise Times Top 200 Franchise Companies and #29 among Top 100 Chains in Food Service. In addition, Hispanic Magazine’s named 7-Eleven in its Hispanic Corporate Top 100 Companies that provide the most opportunities to Hispanics. 7-Eleven is franchising its stores in the U.S., and is expanding through organic growth, acquisitions, and its Business Conversion Program. Find out more online at www.7-Eleven.com.

About the Movie

In a dynamic new portrayal of Sir Arthur Conan Doyle’s most famous character, Robert Downey Jr. plays the legendary detective Sherlock Holmes. Jude Law portrays Watson, Holmes’s longtime colleague. The film also stars Rachel McAdams, Mark Strong and Eddie Marsan. Warner Bros. Pictures presents, in association with Village Roadshow Pictures, a Silver Pictures Production, in association with Wigram Productions, a Guy Ritchie Film, “Sherlock Holmes.” Ritchie directed the film from a screenplay by Michael Robert Johnson and Anthony Peckham and Simon Kinberg, screen story by Lionel Wigram and Michael Robert Johnson. Joel Silver, Lionel Wigram, Susan Downey and Dan Lin produced the film, with Michael Tadmor and Bruce Berman serving as executive producers and Steve Clark-Hall co-producing. “Sherlock Holmes” will be distributed worldwide by Warner Bros. Pictures, a Warner Bros. Entertainment Company, and in select territories by Village Roadshow Pictures.

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Productiontrax Expands Stock Sound Effects Library with Blastwave FX

Productiontrax.com, a leading provider of royalty free music and stock sound effects, today announced they have partnered with Blastwave FX to provide customers with next-generation HD sound effects libraries.

Phoenix, Ariz. (PRWEB) November 17, 2009-- [Productiontrax.com](http://www.productiontrax.com), a leading provider of royalty free music and stock sound effects, today announced they have partnered with [Blastwave FX](#) to provide customers with next-generation HD sound effects libraries.

The partnership gives Productiontrax customers access to more than 32,000 innovative royalty free sound effects from Blastwave FX libraries. Audio professionals worldwide have used Blastwave FX sound effects in broadcast, film, television, gaming and more. Customers will be able to purchase royalty free sound effect tracks from the Blastwave FX library for only \$5 per track. Tracks can be found at:

<http://www.productiontrax.com/search.php?query=blastwave>

“We are very proud to be able to give our customers access to a library of sound effects that is worthy of being used in any big-budget Hollywood movie”, says David Negron, founder of Productiontrax. “We are committed to finding and distributing the best royalty free micro-stock media available, and our partnership with Blastwave FX accomplishes that goal”.

The addition of Blastwave FX’s sound effects library increases Productiontrax’s library to more than 125,000 [royalty free music](#), sound effects, stock footage and stock photos. Negron comments, “I believe Productiontrax’s greatest asset are the amazing composers and contributors that sell their royalty free music and media on our site. We could have achieved success without them.”

Additionally, Blastwave FX’s BLASTDRIVE will be available for purchase on Productiontrax.com. The BLASTDRIVE is a 400 gigabyte HD sound effects library that comes pre-installed with more than 31,000 HD sound effects and production elements. The BLASTDRIVE also comes with a built-in search engine, allowing users to search, audition and drag’n’drop sound effects into projects. Individual Blastwave FX sound effects and The BLASTDRIVE are available for immediate purchase on Productiontrax.

About Productiontrax

Productiontrax, (www.productiontrax.com), a leader in online distribution and licensing of royalty free music and sound effects, enables customers to license superior-quality royalty free music, sound effects, stock photos and stock video footage for use in film, television, and interactive media on an on-demand basis. As an innovator in online stock media, Productiontrax.com is the first site to allow creators of royalty free production music, sound effects, stock images and video to take an active role in licensing their work to the public. Productiontrax.com is dedicated to providing its customers with high-quality, yet affordable resources for multimedia productions. The music and images are 100% original, with new composers, new tracks and new images added everyday.



Productiontrax.com is headquartered in Scottsdale, Arizona and is a subsidiary of One Light Music Productions (www.onelightmusic.com).

About Blastwave FX

Blastwave FX (www.blastwavefx.com) develops next-generation HD sound effects libraries for professional audio production. Blastwave FX libraries, including the flagship SONOPEDIA, serve as royalty-free creative resources for audio professionals worldwide in post, broadcast, film, television, video games, animation, radio, new media and beyond.

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Online Web 2.0 Version

You can read the online version of this press release [here](#).



Viximo Adds Lady Gaga and Interscope Artists To A Growing Portfolio of Premium Virtual Goods

Viximo powers virtual goods for Lady Gaga and other Interscope artists.

(PRWEB) November 17, 2009 -- Viximo, the only complete provider of virtual goods solutions, and Interscope Geffen A&M, a division of Universal Music Group, the world's leading music company, today announced that Viximo will be powering virtual goods for Lady Gaga and other Interscope artists.

Virtual goods based on Lady Gaga, like her infamous disco stick and bubble dress, will be made available to Viximo's extensive network of social networking, online dating, and casual gaming publishers that use Viximo's Virtual Economy Solution and Virtual Goods apps to power their virtual goods business. In addition, launching today, Lady Gaga will be leveraging Viximo's technology to offer branded virtual gifts through a customized storefront directly to her 4 million fans on Facebook.

"Virtual goods is a growing opportunity for artists such as Lady Gaga" said Brian Balfour, Founder and VP Product Marketing of Viximo. "Interscope Records continues to innovate being one of the first labels to form a virtual goods strategy for their artists."

"Virtual goods provide a great way for our artists to expand their brand and engage their fans," said David Spingarn, Head of New Ventures and Strategic Investments for Interscope Geffen A&M. "We are pleased that Viximo is enabling us to easily execute a virtual goods offering within a great collection of online communities."

In addition to Lady Gaga, Viximo will also be powering virtual goods for other Interscope artists, such as The Pussycat Dolls, who are also launching a customized storefront today on Facebook. Viximo's solutions offer everything these artists need to grow a virtual goods business on their Facebook Fan Page, including micropayments, analytics, and – most importantly – exceptional content. Viximo offers the same virtual economy solution, powered by premium and engaging content, to its network of social networking sites. As a result, Viximo is rapidly expanding both its publisher and content network to meet the demand of the thriving virtual goods market.

About Viximo:

Viximo monetizes your audience and increases engagement with the only complete virtual goods solution for social networking, online dating, and casual gaming sites. Viximo's suite of solutions including premium content, analytics, virtual currency, and micro-transaction payments, can have your virtual economy up and running in less than one week. For more information visit <http://viximo.com> or learn about strategies for virtual goods at <http://blog.viximo.com>.

About Interscope Geffen A&M Records:

Combining the legacies of three of the most influential record labels in modern music history, Interscope Geffen A&M Records embarked on a new tradition of musical achievement with its unification on January 1, 1999. Headed by Chairman Jimmy Iovine, Interscope Geffen A&M is a major force in global music, developing chart-topping artists across a wide range of musical genres including rock, rap, pop and alternative. Interscope



Geffen A&M Records is part of Universal Music Group, the world's largest music company.

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You can read the online version of this press release [here](#).

Renderosity Purchases 3D Content from Vanishing Point

Renderosity now owns over 500 3D models under its RPublishing brand

Murfreesboro, TN (PRWEB) November 16, 2009 -- Renderosity today announced the acquisition of 3D Marketplace Vanishing Point's 3D content library. The purchase of these resources will allow Renderosity to offer a much larger selection of 3D models and resources under its Marketplace brand RPublishing.

In addition to growing Renderosity's assets, the move will also allow those who sold digital content through Vanishing Point's website, www.vanishingpoint.biz, to become active vendors within the Renderosity MarketPlace. The intellectual property acquired will be moved from other sites that sell Vanishing Point content and will be put through a quality assurance process before being introduced periodically under the RPublishing brand.

"Renderosity's acquisition of the Vanishing Point library is a win-win," said John Hoagland, owner of Vanishing Point. "Vanishing Point as a brand can continue focusing on content creation exclusively for Renderosity, while Renderosity benefits from a library of quality assets into their RPublishing line."

The models purchased were created in some of the most popular modeling programs available, including 3DS Max, Vue, Lightwave and Poser. Many of the models also include an OBJ file which is supported by other 3d software applications.

For more information, please visit www.renderosity.com and click the Vanishing Point article in the Site Announcements section, or email Renderosity Marketing at marketing@renderosity.com. To get the latest 3D Models and more Digital Content visit the [Renderosity Marketplace](#).

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Online Web 2.0 Version

You can read the online version of this press release [here](#).

News Image



VCAD Open House to Showcase Exciting Career Options

World of possibilities for those interested in career in art and design

Vancouver, BC (Vocus) November 12, 2009 -- For those looking to enter a fast-paced artistic career, [Vancouver College of Art and Design \(VCAD\)](#) could be the perfect fit. On November 25, 2009, interested members of the public are invited to spend the evening learning about the school's innovative programs and state of the art creative labs.

Located in the heart of downtown Vancouver, VCAD offers a unique educational experience to those looking to follow their passion and turn it into a lifelong career. Programs offered include Fashion Design, Marketing & Merchandising for Fashion, Web Design, Interior Design, 3D Modelling Animation Art and Design, and Graphic Design. All instructors are industry professionals who have their fingers on the pulse of all the latest trends and techniques in their fields.

The open house will run from 6:00 – 8:00pm on November 25, 2009 at 1111 Melville St. in Vancouver. Guests are asked to arrive at 5:30pm to sign in. To learn more about VCAD, visit us on [Facebook](#) and [Twitter](#).

About Vancouver College of Art and Design

Vancouver College of Art and Design (VCAD) is a centre for creativity, where instructors share the commitment, desire and passion for art and design. Diploma programs have quarterly start dates to maximize flexibility for our students. VCAD is also a passionate supporter of the arts within the community, offering bursaries and awards to local organizations each year. For more information, head to <http://vancouver.vcad.ca>.

For more information:

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News Image



Xaviant Licenses xaitment's AI Game Tools

Georgia developer licenses xaitControl and high-level AI game tools xaitThink and xaitKnow for their upcoming game, Black Orchid

Westlake Village, CA (PRWEB) November 12, 2009 -- [xaitment GmbH](#), one of the leading developers and service providers of artificial intelligence (AI) for the games and simulation industries, today announced a deal with Georgia-based developer [Xaviant](#), one of the leading game developers for console games. Within the scope of the agreement, Xaviant will license xaitControl, xaitThink and xaitKnow from the German AI developer for their Xbox 360™ game Black Orchid, which is currently in development.

[xaitControl](#) will speed the creation of complex character behaviors for Xaviant by allowing its developers to create data driven, hierarchical, probabilistic Finite State Machines (FSMs) in a graphical interface, rather than with complex code. The graphical interface will enable game designers (rather than programmers) to make quick changes to the game's design, easing the overall production workflow, shortening the development cycle and reducing costs. What's more, the use of xaitment's mature technology removes many of the risks of developing AI tools internally.

Xaviant has also agreed to license xaitment's high-level AI games tools: [xaitKnow](#) and [xaitThink](#). xaitKnow provides programmers with a framework for creating a world description and managing knowledge within that world. Rather than forcing programmers to do so with complicated code, xaitKnow gives them an easy-to-use graphical editor to help maintain and modify the game world. xaitThink is a rule-based module that provides an interpreter for rule-based language, replacing complex scripts with rule sets. This simplifies the handling of special circumstances in the game world, and creates the impression of more intelligent agents.

"I'm very excited about our deal with Xaviant," said Markus Schneider, xaitment's vice president of Americas & Asia. "Xaviant is a unique company with a willingness to push their games into uncharted territories. We really look forward to helping them quickly and cost-effectively achieve an altogether new game experience for their customers with our AI game tools."

"xaitment's tools for AI behavior represent exactly what we have been looking for in an AI package," said Michael McMain, CEO and founder of Xaviant. "They really provide us with a simple way of achieving vastly superior and far more realistic game AI. We're really excited to see the results in Black Orchid."

For more information, visit www.xaitment.com.

About xaitment GmbH

A partner of the German Research Center for Artificial Intelligence, xaitment has served customers with AI and game design tools since 2004. Their mission - to create lifelike AI for games and simulations - led to the development of the xaitment AI game tools: highly customizable and highly modular development solutions that save production costs while helping development teams effectively reach their creative potential. For more



information about xaitment and the AI game tools, visit www.xaitment.com.

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You can read the online version of this press release [here](#).

News Image





TimeGate Studios Sets Sight on Vision for Upcoming MMO

Trinigy's game engine to be used by award-winning TimeGate Studios on their upcoming AAA, next generation MMO game

Austin, TX (PRWEB) November 12, 2009 -- [Trinigy](#), an industry leading 3D game engine provider with over 100 licensees and offices in Germany and Austin, TX, announced today that TimeGate Studios, an award-winning developer of innovative video games for PCs and next-generation consoles, has chosen the [Vision Engine](#) for a new AAA, next generation MMO that is now in development.

Based in Sugar Land, Texas, [TimeGate](#) has developed and contributed to countless commercially successful video games, including the F.E.A.R. series, Axis & Allies, the Kohan series, and most recently Section 8. The licensing agreement with Trinigy grants TimeGate the rights to the game engine for the development of a new massively multiplayer online game, as well as the option for future MMOs and console games. The Vision Engine's adaptive workflow, extensive MMO feature set, and high-performance runtime technology will give TimeGate's team the freedom to quickly create visually stunning content for their online IP.

"The Vision Engine is a great fit for our ground-breaking MMO project due to its remarkable flexibility," said Adel Chaveleh, President and CEO at TimeGate Studios. "The Vision Engine consistently stands out in terms of MMO-optimized performance, and we are amazed at how quickly we are integrating our concepts in-game."

"We are excited about the opportunity to work with TimeGate on a next generation MMO project of this caliber," said Daniel Conradie, president and CEO at Trinigy Inc. "TimeGate stands poised to push the boundaries of what MMOs have accomplished in our industry. Our development team has focused a lot of attention on the features that help MMO teams boost performance, such as cooperative graphics editing, improved data processing and better resource management, and we look forward to working closely with the experienced team at TimeGate to bring their creative ideas to fruition for their new online title."

About Trinigy

Based in Southern Germany and Austin, TX, Trinigy is a privately owned company committed to providing groundbreaking game engine technology and first-class support to video game and serious game development studios across the globe. Engineered to provide more creative and technical freedom, the company's Vision Engine is currently in use in more than 100 commercial game productions by well-known companies such as Ubisoft, Take 2, Dreamcatcher, NeoWiz, Spellbound, Robot Entertainment, Nitro Games and more.

The Vision Engine has proven its versatility in a multitude of game genres, including real-time strategy, racing, first-person shooters, role-playing games and massively multiplayer online (MMO) games. It is available and optimized for performance on PC (DX9, DX10), Xbox360™, PLAYSTATION®3, Nintendo Wii™, XBLA™, PSN™ and WiiWare™.



For more information about Trinigy, its Vision Engine or its technology partners, please visit: www.trinigy.net.

About TimeGate Studios, Inc.

TimeGate Studios, Inc. (www.timegate.com), a world-class game development studio located in Sugar Land, TX, boasts a record of huge success since its founding in 1998. Developing for all major platforms, TimeGate has released multiple award-winning video game titles, many of which are based on TimeGate-owned intellectual properties. Section 8 (www.joinsection8.com), TimeGate's newest title, leads the way in a wave of next-generation gaming experiences currently under development by the studio.

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News Image





MAXON's CINEMA 4D and BodyPaint 3D Play Starring Role in District 9, Surrogates, Cloudy with a Chance of Meatballs and G.I. Joe: Rise of Cobra

3D Artists Leverage Software to Create Spectacular Special Effects and Lush Environments

Newbury Park, CA (PRWEB) November 12, 2009 -- Some of this year's hottest movies, including G.I. Joe: Rise of Cobra, Cloudy with a Chance of Meatballs, Surrogates and District 9, all have one thing in common – they feature spectacular CG animation and visual effects sequences created with MAXON's [CINEMA 4D](#) and [BodyPaint 3D](#), the leading 3D animation software celebrated for its intuitive interface, powerful toolset and positive impact on productivity.

CIS Hollywood – G.I. Joe: Rise of Cobra

CIS Hollywood, part of the award-winning [CIS Visual Effects Group](#) specializing in visual effects, 3D animation and post production for feature films, television, games and commercials, was one of 10 visual effects houses that worked on Paramount Pictures' G.I. Joe: Rise of Cobra. Ben Dishart, CIS Hollywood lead texture painter, supervised a team that used MAXON's BodyPaint 3D as a core tool to provide extensive texturing for key scenes and props, including "The Pit", the G.I. Joe headquarters located in a Sahara desert underground complex; the landing platform at "The Pit" which features a giant hydraulic lift used by planes in the film to show vertical takeoffs and landings; and several vehicles including the "Mole Pod", a metal vehicle that features a composite, carbon-steel drill bit used by the evil Cobra organization to drill through the walls of the underground headquarters.

In the pivotal "Mole Pod" sequences, texture painters accurately recreated realistic dirt and grease layers on the metal surfaces and hydraulic parts. "This was a fantastic project for us because there were so many assets requiring texture painting. There was never a question about using any other 3D paint package because BodyPaint 3D is so easy to use and is the only application with the capability to paint on the overlapping geometry and across the UVs of multiple objects," said Dishart. "We imported 3D models into BodyPaint 3D for texturing, switching back and forth between Adobe Photoshop to take reference material – including the color palette and lighting – and seamlessly clone it onto the model with the goal of maintaining a coherent look between the digital assets and footage from the actual set. BodyPaint 3D was the ideal solution to simply tumble the model around and paint-in different layers to build up a dirty look on top of clean, scratched metal, as well as paint directly on the surfaces such as sharp corners, the teeth on a drill, etc."

Sony Pictures Imageworks – Cloudy with a Chance of Meatballs

Academy Award-winning visual effects studio [Sony Pictures Imageworks](#) has integrated CINEMA 4D and BodyPaint 3D into the production pipeline for the past eight years playing a central role in controlling the look and quality of such films as Monster House, Open Season, Surfs Up, Spider Man 3, Beowulf, Watchmen and others. For the recent release of Cloudy with a Chance of Meatballs the matte painting team at Sony Pictures Imageworks used MAXON software to create every exterior environment in the film including 360-degree skies, hillsides and town extensions.

Using CINEMA 4D and BodyPaint 3D the team reviewed sequences that at times had roughly 50-75 matte painting shots to evaluate color keys and placement in 3D space. The "Burger Rain" sequence, in particular,

where CG burgers fall out of the sky, necessitated creating three, 360-degree sky environmental maps (env. maps) that were UV mapped within CINEMA 4D to accurately place the sequence color key for lighting and reflection purposes. Because the color of the sky changes from a grey to peach/pink/bubble gum purple to turquoise with pink clouds, often two or more maps were needed depending on the sequence. In addition, the 360-degree skies were then broken up into an array of several separate connecting camera projections using CINEMA 4D's ProjectionMan matte painting system to simplify and streamline the workflow for further development and for rendering for final shots.

“Once the env maps were approved, we further developed them as matte paintings for the entire sequence. Not only did we paint three different skies, but we also extended the FX cloud, animated them and then projected those rendered frames onto geometry that matched it to the FX Clouds in 3D space, for stereo,” commented Dave Bleich, matte paint lead, Sony Pictures Imageworks. “Thankfully we had CINEMA 4D to help us get through a challenging sequence that required a lot of planning and much needed flexibility. CINEMA 4D is a ‘must have’ app in the matte painter’s toolkit.” Nori Kaneko, texture lead at Sony Pictures Imageworks on Cloudy added, “BodyPaint 3D was used throughout the film to texture every sequence, each of them equally complex, ranging from the tasty looking foods to the weathered environments. The software enhances our workflow and lets us work without limitation.”

Image Engine – District 9

Vancouver-based visual effects studio [Image Engine](#) delivered 311 of the 600 visual effects shots in the sci-fi thriller District 9, including a community of entirely CG aliens that inhabit a section of Soweto, South Africa called District 9, as well as the alien mother ship, digital helicopters and digital troop carriers. The company worked in collaboration with four other Vancouver VFX houses to include Goldtooth Creative Agency, Animatrik Film Design, The Embassy and Zoic Studios, along with New Zealand’s Weta Digital.

Image Engine used MAXON’s BodyPaint 3D software solution to paint complex textures that blended dirt, dust, paint and stickers that cover the aliens’ bodies (there were hundreds in all) giving each a distinctive, insect-inspired look that seamlessly integrated with the characters in the gritty South African ghetto setting. Anna Ivanova, a texture artist at Image Engine, noted the ease with which she could move back and forth between BodyPaint 3D and Adobe Photoshop and rework shots to accommodate the director’s requests.

“Most of the aliens had seams all over their bodies, some in difficult places such as the UV’s in the alien’s necks,” Ivanova said. “BodyPaint 3D allowed us to easily go from one seam to another with a projection brush and blend space between the creatures shells and soft skin shaders, which helped solve a lot of problems. Additionally, we took the 3D model (developed in Autodesk Maya) and painted random brush strokes directly on the bodies and then added at least three different texture variations.”

James Stewart, Image Engine’s creature supervisor, added that BodyPaint 3D was a necessity when it came to creating the aliens. “Besides developing custom shaders to layer the creatures’ bodies with dust and dirt, each alien was adorned with different variations of paint splotches and stickers. Both the paint and the stickers were worn in an attempt to fit in with the humans around them. Eventually, we came up with a library of 20 different variations of paint splotches, splatter and stickers that could be used interchangeably on any alien saving a lot of time in the workflow process.”

Lightdog Films – Surrogates

At Lightdog Films in Los Angeles, veteran VFX artist Marc Leidy operates CINEMA 4D as the ‘hub’ of his visual effects production pipeline. [Lightdog Films](#) was tasked to work on a key sequence in the film Surrogates, which required delicate integration of smoke and fire elements to reveal extensive damage done to two of the main robotic characters.

“CINEMA 4D was an integral tool during production and vital to successfully ‘selling’ the shot,” said Leidy. He brought match moving data from Syntheyes and actor geometry from Image Modeler into CINEMA 4D, where he built a particle dynamics rig with the XPresso expressions editor module. Leidy also leveraged Turbulence 4D, from Jawset Visual Computing, a new fluid dynamics simulation plug-in for CINEMA 4D, to create complex photo-realistic wispy smoke that curls upwards from the damage and fills the frame.

“The speed, stability and ease-of-use that CINEMA 4D offers makes it the perfect platform to focus on both the art and science of building photo-real elements for the big screen. Access to new tools by third party developers extend CINEMA 4D's functionality in incredible ways without compromising its core quality and performance,” he added. “The high level of control afforded by our 3D toolset on Surrogates allowed me to render and deliver final match-moved 2K elements to the client within a very compressed time-frame that aptly captured the emotional intent of the scene. CINEMA 4D is an indispensable asset for my visual effects production pipeline.”

Film imagery available at the official Surrogates website: <http://chooseyoursurrogate.com/>

About MAXON Computer

MAXON Computer is a developer of professional 3D modeling, painting, animation and rendering solutions. Its award-winning CINEMA 4D and BodyPaint 3D software products have been used extensively to help create everything from stunning visual effects in top feature films, TV shows and commercials, cutting-edge game cinematics for AAA games, as well for medical illustration, architectural and industrial design applications. MAXON has offices in Germany, USA, United Kingdom, France and Japan. MAXON products are available directly from the Website and its worldwide distribution channel. Specially priced learning editions of the company’s software solutions are also made available to educational institutions. For additional information on MAXON visit www.maxon.net.

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Online Web 2.0 VersionYou can read the online version of this press release [here](#).



Nearly 30,000 New Users Select AppBank to Create Social Entertainment Applications on Facebook® Platform

Latest AppBank release makes it even easier to earn money by creating Facebook trivia, knowledge tests, gifting, and other applications.

Seattle, WA (PRWEB) November 12, 2009 — AppBank (www.appbank.com), the first solution that pays people to develop social entertainment applications for Facebook, today announced a tremendous uptick in the number of users taking advantage of their new service. In fewer than 6 weeks since its launch, nearly 30,000 application creators are taking advantage of AppBank's free solution to create any number of high-quality trivia, knowledge tests, and gifting applications. Everyone from college students to stay-at-home moms use AppBank to make hundreds up to a thousand dollars per month in their spare time through AppBank's innovative ad-share model. Today, AppBank is adding new features that will help people make even more money by building engaging, viral applications.

Following are some of the latest enhancements in AppBank:

- Advanced scoring for stronger user engagement. The new scoring system allows different weights to be assigned to each answer and offers the ability for different results to be mapped to the same answer. In addition, answers for each question can now have individual points assigned and the users can receive a result corresponding to their final tally of points. These new features will eliminate content redundancy and produce more accurate trivia and knowledge test results that will better engage users.
- Ability to upload images and videos creates more interactive applications. AppBank's platform now enables creators to integrate images and video into questions and results. This provides an opportunity to create more interactive trivia and knowledge tests, as questions can refer to multimedia content and not just simple text.
- Application directories enable users to easily find interesting applications. Users can now browse by category to easily find the applications that they are most interested in. In addition, they can target by type of applications as well as sort the most popular applications by week, month, or of all-time.
- New application profiles make it easy to compare results with friends. Each user now has an Application Profile page that shows the number of trivia and knowledge tests he or she has taken and all the test results received. Additionally, users can also view their friends' profiles to discover new applications or compare trivia and knowledge test results.
- Anyone around the world can now make money with AppBank. AppBank has extended the service from the United States and Canada to anywhere in the world. Anyone over age 18 from any country can immediately qualify to make money on AppBank.

“AppBank has made it easier and more fun than ever to make a bit of extra money in my spare time,” said Alyssa



Duwell, a junior at UW Milwaukee, who earned over \$700 last month with AppBank. “And now, I’m excited about the chance to use the new advanced scoring functionality as well as the video clips and images to help me make even cooler applications to share on Facebook.”

About AppBank

AppBank offers a free social entertainment platform that makes it easy for anyone to make money by creating fun, engaging, and viral Facebook applications. By pairing relevant ads with crowdsourced entertainment applications, AppBank is able to share ad revenues with Facebook application creators, while providing advertisers with targeted, performance-driven ad solutions. For more information, visit www.appbank.com.

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News Image

Month	Date	Activity	Debit (\$)	Credit (\$)	Total
August 2008 Activity					
	Aug 16, 2008 - Aug 21, 2008	Earnings Activity		\$266.21	
	Aug 1, 2008 - Aug 15, 2008	Earnings Activity		\$247.76	
	Total payment for August 2008				\$513.97
July 2008 Activity					
	Jul 16, 2008 - Jul 21, 2008	Earnings Activity		\$111.45	
	Jul 1, 2008 - Jul 15, 2008	Earnings Activity		\$2.00	
	Total payment for July 2008				\$113.45



SecretBuilders wins 2009 NAPPA Award

SecretBuilders recognized as a 2009 NAPPA Honors winner in the Software, Video Games, and Websites category

San Mateo, CA (PRWEB) November 11, 2009 -- [SecretBuilders](#), a virtual world with an emphasis on creativity and historical adventure for children, has been selected as a 2009 NAPPA Honors winner in the Children's Products competition. The National Parenting Publications Awards (NAPPA) recognizes only the best children's products for this prestigious award. The winners were officially announced on [NAPPA.Parenthood.com](#) on November 1, 2009.

"Being chosen a 2009 NAPPA winner is a high honor for SecretBuilders," said Umair Khan, CEO of SecretBuilders and parent of three. "It goes a long way to validate what we at SecretBuilders have been working so hard to achieve: a website that parents want their children to visit that children also want to go to. And it is especially gratifying that the NAPPA award selection includes the opinion of children."

SecretBuilders joins the ranks of past winners such as Club Penguin and Webkinz. SecretBuilders, however, is unique among virtual worlds in how it attracts children to its entertaining elements while exposing them to literary and cultural concepts and characters. In SecretBuilders, Children live and play amongst characters and concepts from the arts and humanities: they do quests alongside King Lear and Galileo, enter creative contests, hover around famous art work in Frank & Stein's Gallery, order slimy treats at the Weird Brew Café (run by the Weird Sisters from Macbeth), or visit Confucius or Copernicus' homes to take challenge quizzes.

"Typically, children's web sites offer pure entertainment but little nutritional value – 'chocolate fudge' – while educational sites sugar-coat skills-building programs but lack real appeal – 'chocolate-covered broccoli'," says Bob Brattesani, VP of Creative Design. "SecretBuilders is neither 'chocolate fudge' nor 'chocolate-covered broccoli' – it is more like Cheerios, both appealing and nutritious. And we are delighted that NAPPA agrees!"

NAPPA is the primary source for parents and professionals looking for the best children's products and parent resources. The NAPPA Children's Products competition has been highlighting the best children's toys, games, music, software/video games, Web sites, books, magazines, DVDs, and storytelling/spoken-word recordings for the past 19 years. NAPPA's approval indicates that SecretBuilders has been rigorously tested against strict criteria of expert judges, parents and kids. NAPPA award winners are distinguished from hundreds of other products from all around the world, putting SecretBuilders in a rare category of the best.

About SecretBuilders

SecretBuilders is a virtual world and casual MMO game with an emphasis on creativity and historical adventure for children 6 to 14 years old. Children live and play among fictional and historical characters such as Shakespeare, Galileo, Mozart, Oliver Twist, Plato, Van Gogh and Amelia Earhart, learn concepts from the arts and humanities. They take quests, publish artwork and writings, play scores of casual games, enter contests and participate in an extensive virtual economy and social life. Children are also given the tools to build out this virtual world with their own ideas, activities and actions. The company is headquartered in San Mateo, CA. For more information, visit www.secretbuilders.com.



About NAPPA

The National Parenting Publications Awards – is the “go-to” source for parents and professionals seeking the best children’s products (toys, games, books, music, DVDs, software, videogames Web sites and storytelling CDs and audiobooks) and resources for parents (books, DVDs, maternity and baby gear, accessories and more). The NAPPA recognition is far more than simply a “good-enough” seal of approval. It signifies that the winning product has been rigorously evaluated against stringent criteria and that it stands out among hundreds of other products from all around the world. Only the best products win the prestigious NAPPA recognition. NAPPA’s team of independent expert judges and family testers (parents and kids) select the most entertaining, appealing, safe, educational, age-appropriate and enduring products as NAPPA Gold and Honors winners. For more information, visit NAPPA.Parenthood.com.

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You can read the online version of this press release [here](#).



Clark Records Signs Music and Film Artist Dave Patten

Clark Records, a boutique label specializing in artists that blend the genres of short film and pop music, announces the signing of Dave Patten

Philadelphia, PA (PRWEB) November 10, 2009 -- Clark Records announces the signing of [Dave Patten](#), a visionary artist who converges his passion for music with a love of film.

[Clark Records](#) is a boutique label based in Philadelphia and focused on musicians that combine the mediums of short film and pop music.

“We focus on artists that write, act, and produce quality films that incorporate their original music. The use of visual imagery expands the musical experience for our audience,” according to David Clark, President of Clark Records. “We’re pleased to announce that Dave Patten has joined our artist roster.”

“Dave has bounds of musical experience, releasing four independent albums that have intrigued fans from around the world. What attracted us was his ability to communicate his music to fans worldwide through his unique videos, many which have become very popular on YouTube. He fits our vision of combining and integrating original film and music to create a total experience for today’s audience.”

Dave and Clark Records, in conjunction with South9 Entertainment, will release Dave Patten’s new short film and song “Inside” later this fall.

[Clark Records](#) focuses on artists that blend original music and short film.

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Contact Information

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Clark Records

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Online Web 2.0 Version

You can read the online version of this press release [here](#).



RivalSpot.com Gives Players Console Game Tournaments Action with Xbox, Wii & Playstation Sports Games

RivalSpot Sports Entertainment announced the upcoming beta launch of RivalSpot.com where hardcore fans of [Xbox sports games](#) and [Playstation sports games](#) can face off in console video game tournaments.

Montreal, QC (Vocus) November 10, 2009 -- Looking for the ultimate online action with [Xbox & PS3 tournaments](#)? Then get ready – RivalSpot Sports Entertainment announced the upcoming beta launch of RivalSpot.com. This online gaming destination takes the heart-pumping competition of head-to-head console gaming to an epic level. Gamers can soon sign up at [rivalspot.com](#) for the chance to battle it out in PS3 and Xbox tournaments.

Stepping up to the plate, RivalSpot.com is the online destination where hardcore fans of both Xbox sports games and PS3 sports games face off in console game tournaments. In the RivalSpot Universe, players do more than play games – advanced social networking features allow gamers to connect with each other... and throw down the gaming gauntlet in today's hottest sports titles. Gamers of all the top consoles – Xbox 360, PS3, and PS2 – can now have epic PS3 and Xbox tournaments.

RivalSpot takes advantage of today's cutting edge technology to allow video gamers to connect, compete and wager with other gamers in Madden tournaments, NHL2K tournaments, FIFA tournaments... and much more. Easy-to-use features such as player and tournament challenges, stats, as well as RivalSpot's peer-to-peer review system, and best-in-class customer service will have gamers lining up to duke it out in PS3 and Xbox tournaments. In addition, a host of other new innovations will take [console game tournaments](#) to the next level.

Rivalspot's management team will include Michael Diep, Isaac Cohen, and Mitchell Radowitz. Together, they represent over 25 years of experience in private equity, gaming design, marketing and website development. The founders of Rivalspot are passionate about gaming – and they know their stuff.

For additional information, please visit [rivalspot.com](#) or email a media inquiry.

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Contact Information

Media Inquiries

RivalSpot Sports Entertainment

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Online Web 2.0 Version

You can read the online version of this press release [here](#).

News Image





Start Earning Money Today Through MobiMogul

MobiMogul launches MogulSMS; a mobile phone application that pays consumers for texting.

(PRWEB) November 11, 2009 -- A mobile revolution is taking place at www.mobimogul.com. Today MobiMogul™, the advertising service that pays, launches MogulSMS™, a mobile phone application that pays consumers for sending advertisements attached to their regular outgoing text messages. Never have consumers had an opportunity to earn money so easily. The MogulSMS™ service is completely free. Simply visit www.mobimogul.com to become a subscriber and begin earning today!

MogulSMS™ ads effectively connect consumers with targeted discounts and value opportunities. MogulSMS™ subscribers are linked into the MobiMogul™ Advertising Network of advertisers, eager to market their products on mobile phones, and pay for it! Earn extra money and encourage friends and family to do the same.

About MobiMogul, Inc.

MobiMogul™, Inc (<http://www.MobiMogul.com>) is a mobile phone advertising service through which cell phone owners earn money by hosting ads on their cell phones. Become a mobile entrepreneur! MobiMogul™, the advertising service that pays! Visit www.MobiMogul.com and register today!

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Online Web 2.0 Version

You can read the online version of this press release [here](#).

Best Games for Christmas: Top 5 Recommended console games for Children

Game Stock has put together a list of the top five best videogames to buy for children Christmas 2009 on consoles: DS, PS3, Wii and Xbox360.

(PRWEB) November 10, 2009 -- With many of today's videogames aimed at over 15s choosing a suitable game for under 12s can be challenging. Not only with different age ratings systems in use, but the general assumption that one size fits all because it's a game, and pixels aren't real. Which leaves a conundrum: his friend plays it, he wants it, I want to buy him a gift he will be thrilled with for Christmas and not have to trade-it in on Boxing Day.

Game Stock has put together a list of the top five best videogames to buy for children Christmas 2009 on consoles: DS, PS3, Wii and Xbox360. Our top 5 recommendations take into consideration the actual age ratings of games. Hence all the above titles are excluded from kids' [best games for Christmas](#), specifically for under 12s.

Games are far more than just running and gunning through levels with button bashing ruling high-score leader boards. Co-operative game playing is one with strategies of highly intelligent players, learned from hours of dedicated study - which can't be scorned at for the occasional word or scene endured along the way. Puzzle games provide hours of educational gameplay. Music games complete with a full set of plastic band instruments have gained great accolade for there durability and overall value for money, yet the lyrics in the songs of Guitar Hero (questionably one of the best Music games) meant the game had a higher age rating (12+). Many game publishers seem reluctant to ensure the games they sell are suitable for under 12s.

Without a doubt the best games children want to play this year at Christmas fall in to two categories: Over 12 and over 18+. Modern Warfare 2, DJ Hero, Lips Number One Hits, Scribblenauts, Tekken 6, Uncharted 2, even Batman Arkham Asylum based on the original comic book philosophy has an over 15 age certification.

It's no surprise the Internet is the cheapest place to buy games. Unless you do enjoy long queues and traipsing in-and-out of many shops comparing the cheapest price (or more usually trying to find in stock availability), then remember your over priced favourite shop will be expecting to see much of your wallet this Christmas. At Game Stock you can find Nintendo, console bundles and all the best [Wii games at the cheapest price](#), determine the status using the In Stock/Pre-Order indicator then afterwards have the item delivered to your home address for much less than full retail price.

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Contact Information

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Game Stock

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Online Web 2.0 Version

You can read the online version of this press release [here](#).



PixelActive Releases CityScape 1.8 City Modeling Software

CityScape 1.8 includes: Enhanced road editing capabilities, improved GIS importing, a flexible meta data system, new import and export formats, a redesigned user interface with icons and hotkeys, and performance improvements.

(PRWEB) November 10, 2009 -- CityScape 1.8 includes: Enhanced road editing capabilities, improved GIS importing, a flexible meta data system, new import and export formats, a redesigned user interface with icons and hotkeys, and performance improvements. The road editing tools add a tangent editor, tunnels, and complex intersections. GIS importing supports NAVTEQ, Tele Atlas, OpenStreetMap, custom shapefiles, aerial imagery, geolocated geometry, elevation data and GIS data preprocessing. The meta data system uses custom and default templates to add data to objects, exports meta data to COLLADA, Filmbox, or CSV, and calculates meta data on the fly given basic building data.

CityScape “allows (researchers) to really think about all these different ways they want to test their devices. They can easily make city environments with (CityScape). They can easily make rural environments. They can easily make expressway environments. So they can get that all out of the way, and then concentrate on their work.” says Larry Cathey, Sr. Project Manager at Realtime Technologies, Inc.

“In 1.8, we wanted to create an application that was as easy to pick up for users of Photoshop or Maya, but still have the control and detail artists require to visualize their ideas. We’re very happy with the result and look forward to our users’ feedback.” say Steve Rotenberg, PixelActive CEO.

“We made significant improvements to our GIS importing functionality. Simulation companies, video game developers, and urban planners all see the market demand for larger environments. These environments are used for training simulations, racing games in destination locations, and the visualization of master planned communities. CityScape allows teams to scale their environments without losing control of design or art style.”

The CityScape team paid close attention to user feedback in developing the new version. “All the new features came out of conversations with our customers. We’re really trying to make CityScape a program that helps people build better environments faster and more efficiently.”

Pricing and Availability

CityScape is available for \$19,000 and can be purchased by contacting a PixelActive sales representative at sales@pixelactive3d.com. The CityScape 1.8 Demo can be downloaded from the PixelActive website by visiting the [Download CityScape](#) page.

About CityScape

CityScape is an integrated modeling, texturing and layout application for urban environments. CityScape’s



innovative set of real-time road, terrain, and layout tools, advanced GIS importing functionality, and robust file importing and exporting compatibility, is used by GIS professionals, urban planners, and simulation and game companies worldwide. Its real-time response and Active Adjustment functionality makes it the most accessible urban modeling tool available today. As a stand-alone application, CityScape offers enterprise functionality and appeals to a wide audience.

About PixelActive Inc.

Founded in 2003, PixelActive Incorporated - www.pixelactive3d.com develops and markets innovative 3D software products. The privately funded company is based in Carlsbad, California, and was founded by Steve Rotenberg and Michael Kelley, veterans of the video game industry.

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Online Web 2.0 Version

You can read the online version of this press release [here](#).

News Image





Sulake Introduces Bobba Bar, a Virtual Bar On-the-Go

Bobba Bar is Now Available for the iPhone/iPod Touch, Nokia Smart Phones and Other S60 Devices

Los Angeles, Calif. (PRWEB) November 9, 2009 -- Social entertainment company Sulake today announced the launch of Bobba Bar, a virtual bar for the mobile phone. The first-of-its-kind service is available now at the iTunes App Store for the iPhone and iPod touch, Nokia's OVI store for Nokia smart phones, GetJar and at www.bobba.com. Bobba Bar's exciting bars, cafés and clubs provide a fun environment for mobile phone owners over 17 years of age to make friends and date people from all over the world.

The launch of Bobba Bar is a continuation of Sulake's past mobile experiments, including research project Mini Friday (www.minifriday.com) and Bobba beta for Nokia phones. Based on user feedback, the service has been crystallized into an easy-to-use social meeting place. It is also a natural extension to Sulake's Habbo Hotel (www.habbo.com), the world's largest teen virtual hangout.

Bobba Bar's simple user interface makes talking to other bar guests incredibly easy. Users simply tap in text, which appears as speech bubbles on other users' phones. Bobba Bar users can create their avatars from a great variety of designs for the face, body, hair, skin and clothing. Altogether there are more than a billion combinations from which to choose. Each avatar can be easily customized with life-like outfits or unusual and quirky accessories.

The Bobba Bar virtual environment is navigated with simple gestures like tapping, panning and pinching on the iPhone. Bar guests can add friends to their friend list, invite friends by using SMS, email and Twitter, and send messages to each other. Visitors can also get free virtual drinks by chatting to the virtual bartenders.

"We're really excited to launch our new mobile virtual bar," said Sampo Karjalainen, co-founder and Chief Creative Officer of Sulake. "As the first virtual hangout for the iPhone, iPod touch and Nokia smart phones, Bobba Bar makes it fun to meet and make friends on-the-go."

Bobba Bar is a free download. In the near future, Sulake plans to provide virtual content purchases inside Bobba Bar.

To download Bobba on your iPhone, iPod touch, Nokia Smart Phone or other S60 device, visit www.bobba.com.

Bobba press images can be downloaded at www.sulake.com/press/image_bank.

About Sulake

Sulake is an online entertainment company focused on virtual worlds and social networking. Sulake's main product is Habbo, one of the world's fastest growing virtual worlds and online communities for teenagers. There are localized Habbo communities in 31 countries on six continents. To date over 151 million Habbo characters have been created and close to 14.6 million unique users worldwide visit Habbo each month (source: Quantcast).



Sulake was established in 2000 and has grown considerably each year. The main shareholders in Sulake include Taivas Group, Elisa Group, 3i Group plc and Balderton Capital, followed by Movida Group (in Japan), the company's founders Sampo Karjalainen and Aapo Kyrölä, Sulake's CEO Timo Soininen and other personnel. Sulake has offices in 13 countries. Headquarters is situated in Helsinki, Finland. Currently the company has 270 employees worldwide.

www.sulake.com

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Online Web 2.0 Version

You can read the online version of this press release [here](#).



Dulin's Books Announces Launch of New Ereaders in U.S.

Dulinsbooks.com now offers the PocketBook 360 and the PocketBook 301+ for sale in the US.

(PRWEB) November 8, 2009 -- Dulin's Books, an upstart independent ereader reseller from the Pacific NW, announces the availability 2 new ereaders, the PocketBook 301+ and the PocketBook 360, in the US.

The PocketBook 301 (\$275) is shipping now and all orders for the PocketBook 360(\$240) will begin shipping in 2 weeks.

The PocketBook 360 is the newest ereader from Pocketbook and features a 5" E-Ink Vizplex display, the newest Samsung 400MHz processor, expandable memory up to 32gb, a wonderful ergonomic design and position sensor for using with either hand or in landscape. Also includes an integrated cover and comes in either Ivory or Black.

The PocketBook 301+ features a 6" E-Ink Vizplex display, Samsung 400MHz processor, expandable memory up to 32gb, is available in 4 colors and plays MP3's as well so you can listen to your favorite music while you read.

All PocketBook models feature wide format support, multiple languages including English Russian Japanese Chinese Spanish and Hebrew. Easily change font size, make notes about your reading and play games such as sudoku, chess, sea battle and solitaire. Also included: Picture viewer w/slideshow, clock, calendar and of course battery life measured in the thousands of page turns.

Dulinsbooks.com will offer a large variety of ereaders and media tablets of various sizes, functionality and price points for everyone from the casual reader to the student and business user.

Pre-orders for the Boox by Onyx International are to begin soon and in the coming weeks other exciting new products will be added.

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Online Web 2.0 Version

You can read the online version of this press release [here](#).

News Image





Furlined and The Martin Agency Team Up Again For Walmart's 'Call Of Duty: Modern Warfare 2' Advertising Campaign

Directed by Furlined's Brian Aldrich for the biggest video game release of the year and worldwide launch midnight November 10.

Santa Monica, Calif. (PRWEB) November 7, 2009 -- Walmart's video gamers, "Nick and Steve," bring the next iteration of their video game rivalry onscreen to tout Activision's much-anticipated Call of Duty: Modern Warfare 2 midnight release. Airing this week, the 0:30 second commercial 'Garage' and webisodes on walmart.com/MW2 tell the story of Nick and Steve -- who can't stop competing with each other -- as they try to beat the game and eliminate each other in the process. They rib each other mercilessly over the phone, while playing from their respective homes and keeping close tabs on each other.

Furlined director Brian Aldrich continues the storytelling on the Web in the viral campaign with (12) short films, each giving an inside glimpse of Nick or Steve's world and their gaming cheats: Nick's special commando action figure mascot as mentor, Steve's ploy to buy his wife flowers to free up more gaming time, Nick faking sick at work and Steve strategizing about how best to get to Walmart, and more. The webisodes were co-directed with Joe Alexander, creative director at The Martin Agency, who has brought in Aldrich to execute a number of projects from The Martin Agency.

Aldrich shows off his strength in casting and performance with 'Garage,' building on the characters created by The Martin Agency in last year's 'Madden 09' spot for Walmart and Activision, also directed by Aldrich. 'Madden 09' quickly reached number one video on FunnyOrDie.com and proceeded to take over viewers on YouTube, GameTrailers and BuzzCuts, while Nick and Steve reached near celebrity status at the Rose Bowl's Maddenpalooza Festival.

"Based on last year's popularity, Activision and Walmart asked for a sequel with the same gamers," said Joe Alexander. "Brian brings the character subtleties to life in a very funny way, providing insight into Nick and Steve's personalities in just a few nuances and comments. These are regular guys who aren't just people that engage the viewer, but actually are the viewer," explains Alexander.

Behind the scenes, Aldrich took a non-traditional approach to shooting 'Garage' and 'Madden 09' by using two cameras simultaneously, one at each location built out for Nick and Steve. The result is an authenticity between the actors as the flow of conversation is unfolding.

"I took a simple idea and complicated it," explains Aldrich. "We set up a situation to catch the natural chemistry and nuances from the performance. Using two cameras maintained a natural flow that continued all the way through the edit."

Production Company: Furlined
Director: Brian Aldrich
Executive Producer: George Meeker
Agency: The Martin Agency



Creative Director: Joe Alexander
Creative Supervisor: Adam Stockton
Senior Copywriter: Trent Patterson
Executive Producer: Brett Alexander
Producer: Darbi Fretwell
Editorial Company: Beast
Editor: Adam Svatek

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Online Web 2.0 Version

You can read the online version of this press release [here](#).



Snackable Media and Endemol Launch "Deal or No Deal" Mobile Game

Snackable Media, the leading provider of paid mobile communities, announced today that it has joined forces with Endemol to launch the "Deal or No Deal" Txt2Win mobile game. The new service will allow tens of millions of fans of the wildly popular television show to participate in the Deal or No Deal experience on their mobile devices. The service introduction is part of a broader strategic partnership between Snackable Media and Endemol, the world's largest producer of independent television programs.

New York, NY (PRWEB) November 5, 2009 -- [Snackable Media](#), the leading provider of paid mobile communities, announced today that it has joined forces with Endemol to launch the "Deal or No Deal" Txt2Win mobile game. The new service will allow tens of millions of fans of the wildly popular television show to participate in the Deal or No Deal experience on their mobile devices. The service introduction is part of a broader strategic partnership between Snackable Media and Endemol, the world's largest producer of independent television programs.

"We are excited to team up with Endemol, combining our expertise in developing and marketing interactive mobile services with the vast reach of the Deal or No Deal phenomenon," said Eyal Yechezkel, CEO of Snackable Media. "Viewers who enjoy watching the show on television will love taking part in the new engaging mobile experience."

As part of the strategic alliance, the companies are working together to identify additional opportunities and jointly develop mobile services across Endemol's domestic and international properties. "Snackable Media has long-standing leadership in the mobile industry and has demonstrated success engaging consumers," says Joerg Bachmaier, Endemol USA's Senior Vice President of Digital Media & Business Development. "The new Deal or No Deal mobile product will offer fans an entertaining channel to take part in the game wherever they are."

The Deal or No Deal global franchise has enjoyed an incredible following and success in over sixty countries. The game show was recently ranked as number one new first-run syndicated series in the United States and is currently the top rated show on the Game Show Network.

In a format familiar to the audience at home, mobile players open up one case at a time to reveal its contents and decide whether to take the banker's offer or continue in the pursuit of a larger amount. Players earn points which may be redeemed for rewards including Deal or No Deal mobile content and merchandise. In a limited release, thousands of fans have already signed up to play the game on their cell phones. The new mobile game can be accessed online at DOND.tvtxtr.com.

About Snackable Media

Snackable Media is a fast-growing digital content provider based in New York City. Launched in 1999, the company has developed a suite of innovative, subscription-based products designed to engage today's consumer. Company updates are available at [Snackable Media](#).

About Endemol



Endemol is a global leader in entertainment programming, having established itself as the largest independent TV, cross platform and digital production company in the world. The company produces worldwide hits like Big Brother, Deal or No Deal, Extreme Makeover: Home Edition, Star Academy and Wipeout. Endemol comprises a global network of companies and distribution that spans over 100 countries across six continents.



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Online Web 2.0 Version

You can read the online version of this press release [here](#).



Slingo Wins Top Honors at the Interactive Media Awards for the Playing Games Category

The newly redesigned Slingo game website won an Interactive Media Award for best in class, the highest possible award, specifically for excellence in the [playing games](#) category. People can play games including Slingo and other original fun games as well as join the social networking community and enter sweepstakes for a chance to win cash prizes online.

Hackensack, New Jersey (Vocus) November 5, 2009 -- Slingo, Inc., a digital interactive entertainment company that creates free games, announced today that it won an Interactive Media Award for its work on the Slingo game website redesign. (<http://www.slingo.com>) This honor recognizes that the new website surpassed the standards of excellence that comprise the web's most professional work. Slingo's free game website was honored as best in class, the highest possible award, specifically for excellence in the [playing games](#) category.

Eric Lamendola, General Manager of Slingo, Inc., said, "It's an honor to have our work recognized by the Interactive Media Awards. We feel strongly that our website is a world-class example of how free games should be offered to an online community."

People can [play games](#) including Slingo and other original fun games as well as join the social networking community and enter sweepstakes for a chance to win cash prizes by visiting the award winning site at <http://www.slingo.com>

The Interactive Media Awards (IMA) recognizes the highest standards of quality in website design and development and honor individuals and organizations for their outstanding achievement. The judging consisted of criteria, including design, usability, and innovation for technical features, standards compliance and content. In order to win the best in class award level, the Slingo website had to meet strict guidelines in each area — an achievement only a fraction of sites in the IMA competition.

About Slingo Inc.

Slingo, Inc. develops and licenses the intellectual property for the Slingo® brand of games to partners world-wide for use with: [free online game](#) sites, download games, lottery tickets, casino slot machines, casino table games, a television game show, interactive television, mobile phone games, and most digital interactive mediums.

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Online Web 2.0 Version

You can read the online version of this press release [here](#).

News Image





Details Revealed as The Twilight Saga: New Moon Takes Over Habbo Hotel

Interactive experience to include virtual items and chats with cast members hosted by the largest global virtual world for teens.

Los Angeles, CA (PRWEB) November 5, 2009 -- Summit Entertainment and Habbo Hotel (www.habbo.com), the largest virtual world for teenagers, today revealed new details for the exclusive The Twilight Saga: New Moon-themed activities, rooms, virtual goods and much more planned to kick-off at Habbo Hotel this week to celebrate the highly anticipated release of The Twilight Saga: New Moon on November 20.

Beginning November 6, log in to Habbo Hotel or join for free by going to www.habbo.com and clicking on the "Register Now" button. Habbo Hotel will introduce The Twilight Saga: New Moon-themed virtual items and activities throughout its 31 communities worldwide. Users will have the opportunity to decorate their online rooms with virtual goods based on the film, including a dreamcatcher, a piano, the Volturi crest and a table topped with a birthday cake and gifts.

To show support for all the activities happening in Habbo Hotel, a select actor from The Twilight Saga: New Moon is scheduled to log in, which may be announced or may be a surprise, to check out the festivities and conduct an in-world chat. You never know who may be stopping by Habbo Hotel during the festivities. Will it be your favorite Twilight Saga character? Log in and don't miss out.

"Habbo users have been very vocal in expressing their interest in the Twilight Saga film series," said Teemu Huuhtanen, president, North America, Sulake Inc. "Our goal is to provide a fun and easy-to-access online venue for Habbo members around the world to meet up and share their excitement for the upcoming movie, The Twilight Saga: New Moon."

There are currently Habbo Hotel communities in 31 countries on six continents. To date, more than 148 million Habbo characters have been created and nearly 14 million unique users worldwide visit Habbo each month making it the largest virtual environment for teens anywhere in the world.

The Twilight Saga: New Moon is directed by Chris Weitz and stars Kristen Stewart, Robert Pattinson and Taylor Lautner. In the film, the romance between mortal and vampire soars to a new level as Bella Swan (Stewart) delves deeper into the mysteries of the supernatural world she yearns to become part of--only to find herself in greater peril than ever before. Following Edward Cullen's (Pattinson) departure from Forks, Washington, Bella discovers his image comes to her whenever she puts herself in jeopardy. In time, Bella's frozen heart is gradually thawed by her budding relationship with Jacob Black (Lautner) who has a supernatural secret of his own.

The action-packed, modern day vampire love story Twilight, the first film in the series, was released in theatres on November 21, 2008 to a blockbuster reception. The third film in the franchise, The Twilight Saga: Eclipse, is due in theaters on June 30, 2010.



ABOUT SUMMIT ENTERTAINMENT, LLC

Summit Entertainment, LLC is a worldwide theatrical motion picture development, financing, production and distribution studio. The studio handles all aspects of marketing and distribution for both its own internally developed motion pictures as well as acquired pictures. Summit Entertainment, LLC also represents international sales for both its own slate and third party product. Summit Entertainment, LLC plans to release 10 to 12 films annually.

ABOUT HABBO HOTEL

Habbo Hotel is a richly colorful, multi-dimensional virtual world and community for teens. Users join by creating a fully customized online character called a Habbo. From there, they can explore many public hang-outs, participate in a variety of activities, connect with friends, decorate their own rooms, and have fun through creativity and self expression. Currently there are Habbo Hotel communities in 31 countries on six continents. To date, 148 million Habbo characters have been created and close to 14 million unique browsers worldwide visit Habbo each month (source: Quantcast).

www.habbo.com

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Online Web 2.0 Version

You can read the online version of this press release [here](#).



Web Entrepreneur Launches Gaming Web site to Distribute PSP Consoles & More

Founder of PSPHaven.com, James Eddy, created an online business to distribute a variety of PlayStation Portable consoles, games and accessories to a global market. His inspiration for the site derived from his son and grandson who are both avid PlayStation gamers. Shoppers are encouraged to visit the Web site's newly added blog to read the latest news that surrounds PSPs and detailed product information.

Cedar Hill, MO (PRWEB) November 5, 2009 -- After a forced retirement, in response to the downfall of Chrysler, former tool maker James Eddy found himself amidst a new journey, in search of a new path. His family encouraged him to begin brainstorming for a business venture that was flexible and appealed to a broad demographic. Much to his surprise, it was his son, 33, and his grandson, 12, who were the driving force of inspiration behind his newly developed business plan. The answer became very clear; PlayStation gaming consoles were the key to his future.

Eddy launched www.PSPHaven.com in August of 2009 as he set forth on his new business adventure. Here customers can browse through a vast assortment of PlayStation Portable consoles, games and accessories. The Web site's most recent addition is the PSP Go, which is a smaller version of this handheld device, as Eddy is continuously updating his inventory with the latest gaming technology developed by PlayStation.

Another exciting feature of his business is that shoppers have the option to rent a variety of games. However, beforehand customers can find information on the best PSP games available, read game reviews and news releases before finalizing their purchase. Don't forget to complete an order by selecting a few of the must-have accessories - like a PSP travel case and an in-ear headset - to enhance the gaming experience.

Eddy boasts that his business is all-inclusive because, not only does his merchandise include every facet of PSP gaming and more, it promotes a product that is engaging for people of all ages. Thanks to his Christian morals, he also is proud to have a tasteful and clean-cut Web site that's free of anything obscene and is appropriate for all audiences.

Shoppers are encouraged to visit the Web site's new formulated blog to read about the latest news in the world of PlayStation. This interactive tool, www.PSPChatter.com, will also serve as a source for detailed product information and the implementation of new merchandise.

About the Company:

PSPHaven.com is owned and operated by James Eddy.

James Eddy
www.PSPHaven.com
(636) 274-1530

iePlexus, Inc.



www.iePlexus.com

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Online Web 2.0 Version

You can read the online version of this press release [here](#).



OMGPOP.com and WildTangent Enter Exclusive Ad Sales Agreement

With this partnership, advertisers can now better reach the ever-elusive 15-25-year-old market which is increasingly spending time with online games at the demise of other entertainment media like TV.

Redmond, WA (PRWEB) November 4, 2009 -- WildTangent, a global games media company operating the fastest growing online games service and the largest game advertising network in the world, today announced it has signed an exclusive agreement with [OMGPOP](#), a real-time multiplayer games site, to sell all of the teen-friendly game site's premium advertising.

With this partnership, advertisers can now better reach the ever-elusive 15-25-year-old market which is increasingly spending time with [online games](#) at the demise of other entertainment media like TV.

"OMGPOP continues to attract a growing number of teens and college-age kids who consider [playing games](#) to be an integral part of their social and entertainment lifestyle said Dan Porter, CEO of OMGPOP.com. "Through this partnership with WildTangent, we can leverage their advertising platform to help connect world class brands with our users and continue our focus on offering the best in real-time social games free to millions of passionate OMGPOP gamers.

In addition to selling advertising in its owned and operated properties, WildTangent has signed deals with several leading online game properties over the last year including Sony Free Realms, PopCap, PlayFirst, Artix and Jagex, to launch a vertical ad network that now reaches more online gamers than any major portal or online game publisher in the U.S.

"WildTangent's advertising business continues to grow well beyond market norms because we are focused on scalable engagement opportunities in and around games for leading brands that offer gamers and advertisers a true value exchange," said Dave Madden, executive vice president of WildTangent. "OMGPOP.com has captured a huge audience of teens and young adults offering advertisers impactful dialogue with these very influential gamer demographics."

About OMGPOP:

OMGPOP, formerly known as iminlikewithyou, is a platform for real time social gaming. The viral gaming site has grown to over a million daily game plays since the launch of its first game 18 months ago and was recently named as one of Time's "50 Best Websites of 2009." The OMGPOP platform allows users to easily play games against their friends or other community members. The community consists mostly of teens and college kids, aged 15 to 25, with a 50/50 gender split. Average users log in 100 times a month to play games such as [Balloono](#), [Draw My Thing](#), [Hover Kart Battle](#) and [Hit Machine](#).

About WildTangent

Founded in 1998, WildTangent is a global games media company operating the fastest growing online games service and the largest game advertising network in the world.



WildTangent has more than 40 million unique monthly gamers, offering the most popular online and [downloadable games](#) from the world's top developers and publishers. The WildTangent ORB™ game console ships directly on the desktops of leading PC manufacturers including Acer, Dell, HP, Lenovo and Toshiba giving it a huge global footprint of connected game playing consumers.

WildTangent advertisers include 20th Century FOX, Warner Brothers, Paramount, EA, Sony Playstation, Nintendo, Toyota, Honda, P&G, Unilever, Clorox and many others.

For more information visit www.wildtangent.com or www.wildgames.com.

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Online Web 2.0 VersionYou can read the online version of this press release [here](#).



Always On Sale Releases Huge Range of Video Games, CDs, DVDs & Blu-Ray Movies

With Christmas just around the corner, Always On Sale has stocked up on thousands of Video Games & Game Consoles, DVD Movies, Blu-Ray Movies and Music CD's.

Sydney (PRWEB) November 4, 2009 -- With the approach of the Christmas holiday season, the website AlwaysOnSale.com.au has announced today that it has stocked up on several of its categories in anticipation of increased gift shopping. Thousands of items have been added in Always On Sale's video game, CD, DVD, and Blu-Ray movie departments.

The forecast is for [video games](#) to continue as a popular holiday gift choice, and Always On Sale is offering a wide range of video games and accessories. In-demand titles include Guitar Hero World Tour, Guitar Hero Aerosmith, Guitar Hero Metallica, The Sims 3, Grand Theft Auto IV, Call Of Duty 4: Modern Warfare, Spore, and Disney Sing-it: Camp Rock. In all, Always On Sale offers over 1800 console and PC games, game consoles, and accessories for all the popular consoles including [Nintendo Wii](#), Sony Playstation 3, Microsoft Xbox 360 & Sony Playstation Portable.

Shoppers looking for music gifts will find more than hundreds of items offered in the music CD and music DVD categories at Always On Sale. The selections include the latest from artists like Mariah Carey, Kanye West, Avril Lavigne, and Pink. In addition, the category features classic music from many favorite musicians, including Elvis, Willie Nelson, and Ella Fitzgerald.

For customers with movie and television buffs on their holiday gift lists, Always On Sale can be their one-stop shopping destination, as there are over 6,000 [DVD movies](#) and more than 500 Blu-Ray movies available on the website. Boxed sets of popular TV series are well-represented with titles such as Masterchef Masterclass, Brothers and Sisters, Heroes, Lost, The Simpsons, House, and The Sopranos. Classic movie sets include the Great Aussie movie collection, the Harry Potter series, the Indiana Jones adventures, and the Fast and the Furious collection. The many DVD sets offered in Blu-Ray technology include True Blood Season 1, the Die Hard Quadrilogy, the Tudors Seasons 1 and 2, the Ultimate Matrix Collection, and the Godfather Restored Trilogy. All the latest release movies are also available, such as Star Trek 2009.

Always On Sale is known throughout Australia for its value pricing as well as fast and reliable service. Customers can order 24 hours a day from the website, and shipping is directly to the recipient's doorstep.

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You can read the online version of this press release [here](#).

News Image





NextWeb Media announces Change of Company Name to Snackable Media; Market-Leading Digital Content Company Unveils New Name

NextWeb Media, the market-leading digital content provider, announced today that the company has changed its corporate name to Snackable Media. Being at the forefront of growing trends in consumer habits, the company has been focused on delivering exclusive products through online and mobile channels to millions of consumers who “snack” on content in spare moments throughout the day.

New York, NY (PRWEB) November 4, 2009 -- NextWeb Media, the market-leading digital content provider, announced today that the company has changed its corporate name to [Snackable Media](#).

Being at the forefront of growing trends in consumer habits, the company has been focused on delivering exclusive products through online and mobile channels to millions of consumers who “snack” on content in spare moments throughout the day.

“The name change reflects the distinctive qualities that have made our products so well-received in the marketplace,” says the company’s CEO, Eyal Yechezkell. “As a leader in the digital content space, we feed the craving for entertainment and information with bite-sized portions. We cater to today’s consumers, the ‘digital snackers.’ ”

Founded in 1999 by Yechezkell and Itai Kathein, Snackable Media has rapidly grown its proprietary network over the past decade, expanding a suite of subscription-based products. Offerings include online shopping marketplaces and social mobile communities such as [Predicto](#), Snackable Media’s flagship product. Launched in the US, and now available in the United Kingdom, Canada and Australia, Predicto has been named the largest premium mobile service by Nielsen Mobile and is part of the Mobile Marketing Association’s Consumer Best Practices Committee.

In addition, visitors to [Predicto.com](#) can find an online TV show, entertainment blog, user comments posted via SMS, as well as additional features that complement the service’s mobile engagement.

Advancements in technology and a surge in consumer adoption have not only paved the way for mobile devices to become the “Third Screen”, they are also driving media convergence across TV, Internet and mobile channels. Moreover, they have highlighted the unique way in which consumers digest content on the go. “News and entertainment are increasingly packaged for mobile consumption. Our services are geared towards the very same audience that views short video clips and follows status updates 160 characters at a time,” says Itai Kathein, President of Snackable Media.

Revenues in the mobile data and digital content sector are projected to exceed \$40 billion in 2009. The mobile market, which consists of more than 270 million cell phone subscribers in the U.S., has experienced rapid growth, driven by more capable smart phones, faster networks and consumers’ burgeoning appetite for third party mobile



content.

About Snackable Media

Snackable Media (www.snackablemedia.com) is a fast-growing digital content provider. The company has developed a suite of innovative, subscription-based products designed to engage today's consumer. The Snackable Media team brings together years of experience in developing and supporting industry-leading brands while building key alliances with media and telecommunications companies.

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You can read the online version of this press release [here](#).

News Image





Valcon Games Presents Easy Piano for Nintendo DS™ To North America

First-ever Nintendo DS™ piano game to include groundbreaking external peripheral keyboard.

Redmond, WA (PRWEB) November 4, 2009 -- [Valcon Games](#) today announced that it is the North American publisher and distributor for EASY PIANO. Created by the production company Game Life, Easy Piano is a new innovative piano music game for the Nintendo DS™ system that lets players enjoy a realistic piano experience, thanks to a 13-note, full-octave external keyboard peripheral that exponentially amps up the fun. With Easy Piano, players can learn how to play the piano, or simply play a quick game where the Easy Piano display prompts you to hit certain keys, similar to other popular music games currently on the market that also have external peripherals. This product will be available in North America in early 2010.

“No matter what age, Easy Piano makes playing and learning the piano a wildly fun experience, and Valcon Games is excited to bring it to the North American market.” said Glenn Halseth, CEO of Valcon Games. “We truly believe in this exceptionally fun product, and once players get their fingers on the keyboard they will understand why.”

Would-be pianists have the choice to play using a virtual 8-octave, 13-note keyboard on the Nintendo DS™ touchscreen, or using a real external 13-note keyboard peripheral specially made to work with Nintendo DS™. Whether taking piano involving lessons or selecting a quick game, all players will be tutored in the correct finger movements and skills required to become a mobile virtuoso.

With 2 difficulty modes, everyone can have fun testing and improving their keyboard skills. The game’s track listing contains some of the world’s most famous songs, spanning time and genres, to offer something for everyone. A creation mode also allows players to record up to four 3-minute-long masterpieces. Players can choose from piano, or a number of other instruments included with the game, to create their musical opus.

Easy Piano’s lesson mode is specifically designed for people discovering the wonders of piano for the first time. With a series of 10 lessons and a host of mini-games to teach the basics, any player, old or young, would learn and be entertained at the same time with this product.

About Valcon Games, LLC

Headquartered in Redmond, WA, [Valcon Games LLC](#) is video game publishing company that delivers unique and creative software for the Nintendo DS, Wii, Sony PlayStation®2 computer entertainment system, PSP® (PlayStation®Portable) system, PLAYSTATION®3 computer entertainment system and the Xbox 360® video game and entertainment system from Microsoft. Valcon Games approach to product is similar to that of the ‘indie’ movie scene. With low overheads and an efficient publishing model, Valcon Games can help bring products to the U.S. market that might otherwise be overlooked. The company was co-founded by industry veterans Colin Gordon and Glenn Halseth.

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You can read the online version of this press release [here](#).



Bizwaremagic.com Celebrating Its 7th Year Offering Free Internet Marketing Tools & Resources

Bizwaremagic.com is celebrating its 7th year on the web, offering Free Internet Marketing Tools and Resources to its visitors. This comprehensive site covers all aspects of marketing on today's web.

(PRWEB) November 3, 2009 -- Bizwaremagic.com is celebrating its 7th year of offering free [Internet Marketing Tools](#) and Resources to its online visitors. This comprehensive site, covering many aspects of running a business on the web, receives on average around 50-60,000 unique visitors and 1 million hits each month.

Bizwaremagic offers numerous free guides and informative articles on many different areas of Internet marketing such as List Building, SEO, Affiliate Marketing, RSS, Google Marketing, and many others. It has even branched out into niche markets such as Internet Fax Services, Corporate Business Gifts, [Gaming Laptops](#) and Notebook Computers - offering comprehensive Free guides on each of those subjects.

"Our site's reach has grown since it was first created in 2002, but our main focus is still on helping online marketers and small business owners discover what it takes to market on today's web," says Titus Hoskins, a former teacher who now runs the site. "Internet marketing is such a complex area that keeps growing and changing each day; it is sometimes difficult for the average webmaster to keep up."

As its own complexity has grown, Bizwaremagic has launched several other successful sites to compliment the material found on its original site. Mainly, their sister site [Marketingtoolguide.com](#), which deals with a much narrower subject of just Internet Marketing Tools and Software. In addition we have also launched related sites dealing exclusively with just one topic, such as [Onlinefaxguide.com](#) covering [online fax service](#) providers.

And [Laptopcomputerguide.org](#), which offers a detailed [laptop buying guide](#).

"The main reason for branching out from Bizwaremagic, has to do with the intrinsic nature of the web," states Hoskins. "Web surfers expect to find their information on one closely focused thematic site. Covering too many different areas within one site only seems to confuse web users."

Bizwaremagic and its related sites, helps webmasters and small business owners cut through all this overwhelming information and find the answers they're seeking, whether it's planning the right SEO strategy, finding an affordable Internet fax service provider, or finding a suitable business laptop. Going forward, Bizwaremagic hopes to continue tackling many of the diverse issues relating to Internet Marketing and running a business on the web. It will be very interesting to see what the next seven years brings.

For more information on Bizwaremagic and check out our many Free Marketing Guides go here: [Bizwaremagic.com](#).

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Online Web 2.0 Version

You can read the online version of this press release [here](#).



Let ChristmasToyStore.com Be Your Toy Recommendation Source this Holiday Season!

ChristmasToyStore.com is geared up to be your toy and gift recommendation source this holiday season. With a plethora of up-to-date toy information and a 'hot products tracker' updated each minute, ChristmasToyStore.com is your one stop source for information on Christmas toys this holiday season.

Hartford, CT (PRWEB) November 3, 2009 -- ChristmasToyStore.com provides gift recommendations and information on this year's most popular toys, and more importantly, the information on how to find them at great prices! Also available is a ['Hot Products Tracker'](#) which provides up to the minute stock status updates for popular items like Zhu Zhu Pets hamsters, Nintendo Wii, the top 10 most popular holiday toys of 2009, hard to find video games, Amazon Kindle, and so much more.

Available on ChristmasToyStore.com is a forum to discuss the latest on Christmas toys. Additional features include: daily toy news updates and [gift recommendations](#), a holiday calendar to help plan ahead, toy recall information to keep parents informed, Christmas music recommendations, Christmas card ideas, and so much more. ChristmasToyStore.com will make your shopping and gift buying experience even easier during the upcoming holidays with its top notch recommendations.

For additional information on ChristmasToyStore.com, visit [ChristmasToyStore.com](#).

About ChristmasToyStore.com:

Your Recommendation Source For All Christmas Toys! ChristmasToyStore.com, founded in 2009, is your one stop shop for information and gift recommendations on all Christmas toys. Specializing in locating popular toys with its 'Hot Products Tracker', ChristmasToyStore.com strives to keep its toy information as informative and up to date as possible.

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Online Web 2.0 Version

You can read the online version of this press release [here](#).



Perforce Software Launches Instructor-led Online Courses Starting December

Virtual learning delivers cost savings and quality SCM education

Alameda, Calif. (Vocus) November 3, 2009 -- [Perforce Software](#) is pleased to offer its most popular software configuration management (SCM) classes in an online format. The new virtual learning environment eliminates the time and expense of travel and provides attendees a high quality learning experience by blending live instructor lectures with student discussions and a virtual lab environment.

“Quality instructor-student interaction is critical to successful virtual learning,” said Gerry Thompson, Senior Perforce Trainer. “We carefully chose the hands-on activities and developed the various online technologies to ensure we deliver a high quality learning experience equal to what we provide in our classroom setting.”

How it Works

A live instructor teaches each course on a specific day and time and most content is identical to its classroom equivalent, including student materials and course duration. Modest connectivity requirements let students participate from practically anywhere, with lectures and discussions facilitated by GoToMeeting and a virtual lab environment provided by Skytap to complete hands-on activities. All training materials – student handbook, exercises and solutions – are provided electronically.

The new online instructor-led training schedule begins in December and is available across multiple time zones.

US: Eastern Time Zone

Dec 1-2: 2-day course: Introduction to Perforce for Users
Dec 3: 1-day course: Introduction to Perforce for Administrators
Jan 5-6: 2-day course: Introduction to Perforce for Users
Jan 7: 1-day course: Introduction to Perforce for Administrators
Jan 12: 1-day course: Perforce Best Practices for Codeline Management
Jan 13: 1-day course: Scripting Perforce

US: Pacific Time Zone

Dec 15-16: 2-day course: Introduction to Perforce for Users
Dec 17: 1-day course: Introduction to Perforce for Administrators

Europe: Local United Kingdom Time Zone

Jan 21: 1-day course: Perforce Best Practices for Codeline Management
Jan 22: 1-day course: Scripting Perforce
Jan 27-28: 2-day course: Introduction to Perforce for Users
Jan 29: 1-day course: Introduction to Perforce for Administrators

Classroom, onsite, and custom training, led by Perforce’s expert training staff, are also available. For more



information about Perforce Training or to register for a course, go to <http://www.perforce.com/training>.

About the [Perforce SCM System](#):

Perforce, the Fast Software Configuration Management System, is an award-winning tool that versions and manages source code and digital assets for enterprises large and small. Perforce is easy to install, learn and administer; seamlessly handles distributed development; and supports developers across a large number of platforms. Perforce ensures development integrity by grouping multi-file updates into atomic changes, enables concurrent development, and intelligently manages multiple software releases using its Inter-File Branching™ system.

About [Perforce Software:

Founded in 1995, Perforce Software Inc. develops, markets and supports Perforce, the Fast Software Configuration Management System. Perforce

Software is headquartered in Alameda, Calif., and sells worldwide. The company has international operations in Europe, Japan, and Australia. In addition to application software companies, Perforce customers represent a broad range of industries including game development, electronics, pharmaceutical and financial services.

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Pod Digital Design Selected As Finalists In The 2009 MITX Awards in Three Categories: Best Entertainment, Best Video, Best Branded Content.

Work for Yahoo! Mail, History Channel, and Daily Grommet Recognized for Outstanding Achievement

Lexington, MA (PRWEB) November 3, 2009 -- Pod Digital Design today announced it has been selected as finalists in the category Best Use Of Video for their work for Yahoo Mail!, Best Game/Entertainment site for their Expedition Africa games for History Channel, and Best Branded Content for their work with Daily Grommet for the 14th Annual MITX Interactive Awards. Held annually by the Massachusetts Innovation & Technology Exchange, the MITX Awards recognize excellence in the creation of web innovations designed, produced or developed in New England.

Begun in 1996, the MITX Awards has grown to the largest and most prestigious awards competition in the country for technology innovations and celebrates the best creative and technological accomplishments emerging from New England.

“The MITX Awards celebrates the union of the big idea and innovation. Every year the synergy between creative ideas and technology becomes more transparent. Our finalists are some of the world’s most forward thinking marketing and creative experts who help national and local brands connect with their audiences through the use of technology”, said Kiki Mills, president of MITX. “MITX is proud to be the foundation for our region’s vibrant digital community, and to recognize and keep our creative minds, marketing strategists, technology developers and consumers at the forefront of evolution.”

For Yahoo Mail! in the category of Best Use Of Video, Pod Created a [viral video for Yahoo Mail!](#) that showcased Yahoo! and the evolution of online communication, for History Channel in the category of Best Game or Entertainment Site, Pod created a [web game](#), Facebook Game, and iPhone game that has been downloaded over 400,000 times. For [Daily Grommet](#) in the category of Best Branded Content, Pod led the design effort on one of the region’s most buzzed about start-ups this year.

“The MITX Awards showcase New England as the most talented and competitive region in the country for interactive excellence, the bar is raised every year”, said Steve Curran, Pod Digital’s founder and Creative Director. “To be recognized in three categories is an honor itself, but the diversity of the categories that we were selected in showcases the talents of our team to be able to think and execute at the highest-level across media”.

Pod Digital Design will be recognized with the other finalists at a gala awards ceremony traditionally attended by over 1,100 of the region’s top interactive marketing and technology professionals. Winners will be announced at the ceremony in the Boston Marriott Copley Place on Tuesday, November 17th. Tickets can be purchased at www.mitxawards.org.

The 2009 MITX Awards are sponsored by: PricewaterhouseCoopers, DLA Piper, Google, Microsoft New England Research & Development Center, Sitecore, Blue Sky Factory, Fidelity, Reebok, Technology Review and The Jordan, Edmiston Group, Inc. Creative sponsors include: Atom Group, iBeam, massAV and Viewpoint



Creative.

About Pod Digital Design

Founded in 2002, Pod Digital Design is a leading developer of interactive branded content, viral marketing and entertainment. Pod has created breakthrough viral marketing, games and branded content for companies including Warner Brothers, History Channel, Biography, Discovery Channel, Yahoo!, AETN and many others. Recently, Pod's was selected Gold Winner for best Integrated Campaign for their History Channel Expedition Africa Campaign at the 2009 Hatch Awards, recognizing the best advertising in New England. Visit Pod at <http://www.poddesign.com>

About MITX

Established in 1996 The Massachusetts Innovation & Technology Exchange (MITX) is the region's premier professional organization for the Internet business & marketing industry. Reaching more than 7,500 professionals in New England, MITX is the community for thought leadership, building business relationships and professional training and development. Members of the MITX community take advantage of events, sponsorships, speaking opportunities and networking to make business connections and exchange ideas. With more than 70 events annually, MITX provides its members with the opportunity to promote their companies to targeted audiences and provides a valuable forum for networking to source potential business leads, partnerships, ideas, funding and other likeminded peers in the industry. MITX is headquartered in Cambridge, MA. For more information please go to <http://www.mitx.org>.

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You can read the online version of this press release [here](#).



Electronic Sports Selected in FundingPost's 6th Annual Pitch Across America Competition as One of the Top 50 Emerging Companies

Electronic Sports and its innovative product, Dogfight, recognized by FundingPost as a Top 50 Emerging Company in the United States and the only company selected from the Active Gaming and Fitness industries.

Mountain View, CA (PRWEB) November 3, 2009 -- Electronic Sports, a leading industry provider of competitive active gaming machines that make working out fun, announced today the company was selected in FundingPost's 6th Annual Pitch Across America Competition as one of the Top 50 Emerging Companies. The Pitch Across America competition not only showcases emerging companies to investors, but also helps venture capital and angel investors quickly identify worthwhile investment opportunities. Electronic Sports was one of only 50 companies selected by a panel of more than 130 venture capital and angel investors throughout the United States and the only company selected as a finalist in the Active Gaming and Fitness sectors.

"We're proud to be selected as one of the top 50 emerging companies in the United States", Electronic Sports CEO Joe Dean said. "This technology is the wave of the future. Once people realize they can have fun while working out, why would they choose not to? It's a great feeling to know that FundingPost and their group of experienced judges recognize our vision."

Electronic Sports showcased their flagship product Dogfight Fitness Flight Simulator, a full-featured flight simulator interfaced with a high-end recumbent exercise bike that is designed to give the user a wide-variety of workouts ranging from moderate to intense exercise. Dogfight boasts exciting game play while simultaneously immersing the user in stunning graphics and sound; users typically don't even realize they are getting such a great workout while using the simulator.

"It's easy to see how Electronic Sports was chosen by our judges of Pitching Across America!" Said Joe Rubin, Director, FundingPost. "Its a very innovative idea with amazing technology that will benefit the health of America. We are proud to have them as one of this years winners."

In its sixth year, FundingPost's Pitch Across America Competition has over 130 venture capital and angel investor judges and is the largest venture competition in existence. Emerging companies submit an executive summary and are evaluated on a scale of 1 to 10. Judging criteria consist of several key points including: professionalism of the written summary, current stage of development (customers, revenue), competitive advantage and need in the marketplace, feasibility for success, and whether the company is "VentureWorthy(TM)." More information on the competition and a complete list of winners can be found at <http://www.fundingpost.com/pitch-america.asp>.

About Electronic Sports

Electronic Sports is creating a line of physically challenging and competitive Active Gaming machines to make working out fun and interesting. By using an online social network, Electronic Sport's next generation exergaming



platform will facilitate physical competition and interaction between players anywhere in the world while promoting health and wellness. The company's premier product, the Dogfight Fitness Flight Simulator, is now available for sale. Information about Electronic Sports and video of Dogfight in action is available at <http://electronicsports.com> or call 866-445-9645.

About FundingPost

About FundingPost- With over 9,500 CEOs and 620 Venture Capital Funds attending events in 18 cities nationwide; a Printed Dealflow Magazine; and a deal-exchange website with over 7,500 VC & Angel Investor members & over 110,000 companies, that has, on average, made an introduction of an Investor to an Entrepreneur every business day since its inception; FundingPost believes that it is important to reach investors in every medium possible - both online and offline. FundingPost has been responsible for Millions and Millions of dollars in Venture Capital Raised! <http://www.fundingpost.com>

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Online Web 2.0 Version

You can read the online version of this press release [here](#).

News Image





OnlineClock.net Releases Minute Timer

Online Clock, creators of the original Online Alarm Clock, have added a new clock to their website: the Minute Timer.

(PRWEB) November 3, 2009 -- The [Minute Timer](#), like all of OnlineClock.net's various free online clocks and timers, is extremely simple and designed with the user in mind. The Minute Timer is a simple tool to count down the number of minutes and seconds until a short period of time elapses.

What are the uses of the Minute Timer?

Well, the Minute Timer is a handy tool to measure a relatively short period of time, such as the amount of time it takes to:

1. Steep the perfect cup of tea.
2. Boil the perfect soft-boiled egg.
3. Count down the time until a commercial break is finished and a television movie resumes.
4. Remind someone when it's time to go out and catch the bus.
5. Remind someone when it's time to stop surfing the internet and do something else.
6. Count down the time needed to read this article.

The Minute Timer is extremely easy to use and requires no user manual. It can be accessed via the Minute Timer website and the desired number of countdown minutes can be chosen using a pull-down menu on the page.

The maximum amount of time that can be counted down to on the Minute Timer is sixty minutes, and the minimum amount of time that can be used for a countdown is five seconds (which is handy for testing the Minute Timer). When the chosen amount of time has finished counting down, OnlineClock.net's effective alarm sound goes off, making sure that people are reminded of whatever it is that they're supposed to be reminded of.

But the Minute Timer is not intended to be simply read about. All interested users should immediately visit the Minute Timer web page and test it for themselves. In this manner all will see how easy it is to use and how practical it can be for setting daily reminders for things that people just shouldn't miss out on.

First an Online Alarm Clock.

Then the world's first Online [Clock Radio](#).

And now a handy Minute Timer.

What will those crazy OnlineClock guys think up next?



About OnlineClock

Online since March 24th, 2006, Online Clock, the Online Alarm Clock was the world's first online alarm clock website. Online Clock strives to be the number one network for the simplest, most useful and best Online Clocks, Timers and Time Tools. For more information on the various online alarm clocks offered for free by OnlineClock, please visit <http://onlineclock.net/about/>

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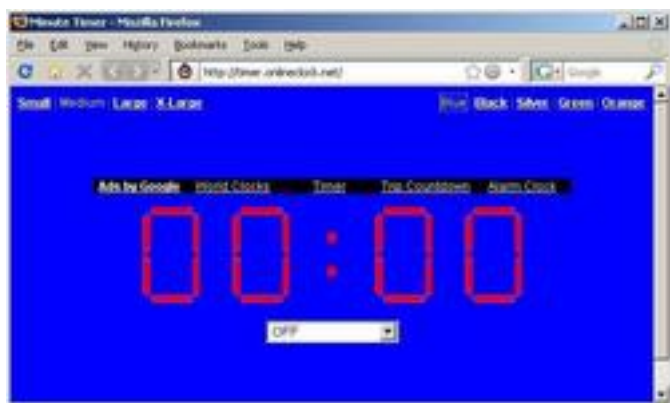
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You can read the online version of this press release [here](#).

News Image





Quest Online Announces Upcoming Open Beta for Highly Anticipated Alganon MMORPG game

Quest Online is pleased to announce its upcoming November 11th Open Beta for Alganon, a fantasy-based Massively Multiplayer Online Game (MMOG). This is the final stage of beta testing before Alganon's official launch on December 1st, 2009

Chandler, AZ (PRWEB) November 2, 2009 -- Quest Online is pleased to announce its upcoming November 11th Open Beta for Alganon (<http://www.alganon.com>), a fantasy-based Massively Multiplayer Online Game (MMOG). This is the final stage of beta testing before Alganon's official launch on December 1st, 2009.

Players wishing to participate in the Open Beta test will be able to join through numerous affiliate game sites including, but not limited to, IGN via Direct2Drive/FilePlanet, MMORPG.COM, Curse Gaming, as well as the Alganon and MyAlganon websites.

Alganon's recent beta updates have included many additions and enhancements including:

- * New Quests, Creatures, Weapons, Armor, Mounts, and Pets
- * Enhanced environments and visual effects
- * New Class actions, abilities and studies
- * Full guild support with MyAlganon tie-ins
- * Banks, Shared Mail, Auction and Consignment houses
- * Study Queue, enhanced Tradeskill recipes
- * Updated Alganon Installer
- * Numerous bug fixes revolving around connectivity and stability
- * Improved client framerate
- * A highly-interdependent crafting systems that encourages crafters to work together
- * A Family system that helps unite players with similar play styles
- * New in-game ticket system tied directly to Support
- * A rich and vibrant MMORPG community

"Alganon is what players have been waiting for," says co-founder and President, David Allen. "All one needs to do is play during the Open Beta to find out. Prepare to be captured by a fun game and beautiful world you can immerse yourself in for years to come."

Alganon (<http://www.alganon.com>) is an upcoming fantasy-based MMORPG that allows thousands of people to play together in a virtual world that features a rich history dominated by commanding deities, powerful weapons and armor, deadly magic, epic quests, ancient places to discover, the utilization of detailed tradeskills, and more. Designed from scratch and based in a uniquely created world, the initial goal in designing Alganon is to provide "Fun game play with unlimited growth in a massive world of immersion and interaction".

About Quest Online, Inc.

Founded in early 2006, Quest Online, LLC (<http://www.qol.com>) is a privately held corporation focused on the



development of high quality, visually beautiful and deeply engaging next generation MMORPG games.

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Online Web 2.0 Version

You can read the online version of this press release [here](#).



BadRadish Ships Lodestar 1000 And Holds Reviewer Contest

A Zune HD burns hole in indie game developer's pocket.

(PRWEB) November 3, 2009 -- BadRadish Entertainment, the leading developer of Simon games with robots in them, announced today they have shipped their flagship offering, a game called Lodestar 1000. They say it is the best Simon game with a robot to date.

“What can we say? We love the original Simon and we love robots so leading the way in the SGWR genre was the only way to start the company”, says Mr. Radish. “Probably the first year all we did was develop Simon games with robots in them. It’s definitely a new trend and this is definitely the best example”

The game is immediately available for Xbox 360. Gamers that have an Xbox LIVE membership can find the game in the Indie Games section of the Games Marketplace. Additionally it can be bought by connecting your web browser to the internet and loading Microsoft’s popular Xbox LIVE Marketplace website for 80 Microsoft Points equal to 1 US Dollar.

“It’s been a labor of love, but you can buy it for a dollar”, says Mr. Radish. “They say love is free, but it isn’t – it costs a dollar.”

To kick off the launch event BadRadish Entertainment is sponsoring a reviewer contest and invites all qualified game reviewers to participate for the opportunity to win a brand new Zune HD! Representatives from the company have sent along the following details about the contest.

How to enter: Review the game. The review can be good or bad. Either way, the reviewer must take a picture of the game displaying their high score on the main menu. Don’t send in the picture itself – include the picture in the game review and email the company a link to the review. Reviewers can use the email address contact@badradish.com for this purpose.

No purchase is necessary because reviewers can contact the company for a “Review Code”, which will grant them access to a free copy of the videogame.

Prizes: The prize for the highest score seen in a picture attached to a review is a new Microsoft Zune HD or cash equivalent.

Who can enter: Only reviewers can enter, but reviewers don’t have to be pros or a game specific reviewer. Reviewers of other kinds of products are welcome as well as hobbyist reviewers with blogs. This contest is open to reviewers in the USA, Canada and Europe.

“The Zune HD isn’t out yet in Canada or Europe”, says Mr. Radish. “...but it will be soon. They can always take the cash if they can’t hold out for it”

About BadRadish Entertainment



BadRadish Entertainment is the leading developer and publisher of games made for Mr. Radish. BadRadish games are noted for being fun, easy to learn, interesting curiosities that appeal to everyone aged 8 to 80, but excluding age 42. BadRadish does not make games for people aged 42. And really, while it stops at 80, it starts back up again at age 87. Based in the Seattle, Washington area, BadRadish Entertainment was founded in 2008 and has a worldwide staff of less than 100.

Some Useful Links

Xbox LIVE Marketplace - <http://su.pr/2SWGOk>

Review Kit - <http://www.badradish.com/site/lodestar-1000-review-kit.html>

Contest Detail - <http://www.badradish.com/site/lodestar-1000-reviewer-contest.html>

Trailer - <http://su.pr/270DKW>

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You can read the online version of this press release [here](#).