

Press Release

Augsburg, 23.03.09

### RedMoon Studios goes Japanese!

RedMoon Studios und SeedC Inc reached agreement for the exclusive marketing of the new in Hong Kong created game FreedomResist and the Blockbuster KnightFight in Japan. RedMoon Studios is the first western publisher of BrowserGames to enter in this business form the Japanese market.

RedMoon Studios, provider of browser based online games (Browsergames), continues its international expansion at a very steady pace. After having closed partnerships in important markets such as Poland, China, Romania, France, Russia, USA, Brazil, Portugal, Turkey, Taiwan, Greece, RedMoon Studios Games reach Japan as well. At the end of summer 2009, Japanese gamers can enjoy top entertainment with the RedMoon games.

SeedC ([www.seedc.co.kr](http://www.seedc.co.kr)) with branches in Korea, Japan, Hong Kong, Taiwan, Australia and China is one of the most successful and fast growing online games organizations in Asia.

Marco Piu, Marketing and Business Development Director, is looking very positive at the development of the business in the Asiatic market and he strongly believe that RedMoon Studios is now in a favorable position to approach the steady growing Asiatic online game market.

### WE ENTERGAME YOU!

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