

The First International 3D Mobile Gaming Contest Winners Announced

(November 1, 2004) The arrangers of the First International 3D Mobile Gaming Contest – Fathammer being one of them - announced the winners of the contest today. BURT, a 16 MB 3D mobile game by French video games developer Exkee, was chosen from 14 finalists across four categories - Less than 200K/Java, Less than 200K/Native, 1MB category and 16MB category - in the final round of judging. Second place was awarded to Gladius, a Java game by Indiagames in India, and third place to Starfighters Mercenaries, a 16MB game by Perpetuum Mobile in Hungary.

Aimed at enabling independent mobile gaming artists or developers, traditional PC/Console Game developers and 3D freelancers to carry out their creative concepts for mobile games, the first international 3D Mobile Gaming Contest received over one hundred 3D mobile game project submissions from 36 countries, including India, US, UK, Germany, Russia, China, France, Spain, Italy, Hungary, Argentina, Australia and Canada.

BURT was developed by Bruno Galet, production director and co-founder of Exkee. Galet has ten years experience in the video games development industry having previously worked at Darkworks, Goonix Studio and Cryo.