



PRESS RELEASE

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Ubiquity Games WINS 1st and 3rd place in International Flash Lite contest!

Flash Lite is quickly becoming the mobile community's best friend. Flash Lite was developed by Macromedia and is now part of the Adobe family. Flash became the norm for web developers around the globe who wanted slick looking graphics without the worries of consuming bandwidth. It quickly developed its own programming language called [actionscript](#) which is based on ECMA standards like Java. Currently [actionscript](#) is at version 3.0.

Seeing the huge potential to reach millions of mobile users, Macromedia developed Flash Lite. A smaller mobile version of the web based Flash plug-in. Today Flash Lite is at version 2.1 and 3.0 was just announced at 3GSM in Barcelona, which will support FLV and Flash Media Server.

Seeing the need for a healthy competition [mobile.actionscript.it](#) created the "Mobile Game Contest" where Ubiquity Games scooped the 1st and 3rd place. The previous year saw ten developers in the winner's circle, with games ranging from Sudoku to Rugby. This year they expanded the contest to include Java as well, since it is still a preferred choice of many developers. This year also saw the inclusion of Jamba (a German based mobile content provider) on the jury panel.

On March 1st 2007 the deliberations were in and the panel awarded Ubiquity Games, a leading developer of Flash Lite Mobile Games, the 1st and 3rd place. Congratulations Ubiquity Games!

Ubiquity Games 1st place winner is PING™, a classic arcade style game where the object is to break the yellow bricks to level up. The game features a modular "level builder". Players may construct, play and save their own level designs.

Ubiquity Games 3rd place winner is Flow Panic™, a challenging puzzle game with an Anime theme. The object of the game is to find the correct path for the water to flow through the pipes. FlowPanic™ creates a unique set of puzzles for every new game and offers hundreds of hours of playability.

Ubiquity Games is a private company based in beautiful Santa Barbara California USA and was founded in 2006 by a small team of enthusiastic developers that had already envisioned the potential of Flash technology to deliver richer and more engaging mobile game experiences to handset users. Taking their combined skills in programming, design and business acumen, Ubiquity Games has developed some of the most cutting edge Flash Lite games in the market to become a market leader in this dynamic and fast growing market segment. Ubiquity Games already has distributed games in the market including a free game that runs on the Iriver Clix mobile device.

Ubiquity Games continues to develop new and innovative games including an RPG, a puzzle game, an action scroller and a game based on artificial intelligence.

To learn more about Ubiquity Games go to www.ubiquitygames.com or contact;
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