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GAMES

Press release
For immediate circulation

Stage One propels young talents of video games!

For the first time, a publisher offers to Game Design students a unique chance of publishing their game on mobile platforms.

The awarding took place within the exceptional framework of the Paris Games Week and its Forum des Métiers du Jeu Vidéo. Unveiled by Bertrand Amar (Direct Star), the winners of the different award categories are:

- **Speed City** - Isart Digital – Originality award
- **Beyond** – Enjmin - Art Direction award
- **Indjahl** - Isart Digital – Soundtrack award
- And the winning project is **Speed City**

[PLAYSOFT GAMES GUIDES THE STUDENTS IN PUBLISHING THEIR GAME](#)

Stage One contest is over, but the adventure has just begun for **Speed City** that will be released on mobile platforms (Android and iPhone).

Playsoft Games will guide the students in development, Game Design choices, artistic finalization, freemium monetization aspects and social functionality in order to achieve an accomplished game.

« We are proud to support the young creators of our industry and pleased about the craze for Stage One. **Speed City** has a high potential because it combines both arcade games and city-builder rules and offers short and intense sessions. We wanted to reward an innovating model completely adapted for mobile platforms. » declares Nicolas Bensignor, CEO of Playsoft Group.

Stage One will be back for a new edition in 2012

Schools and students please contact us at concours.stageone@playsoft.fr to participate in the next edition of Stage One contest!

About Playsoft Games:

Founded in 2004, Playsoft Games is a studio specialized in mobile and social games. As a digital entertainment player, the strength of the studio is to anticipate tomorrow's gameplays and business models. Thanks to our know-how and our passion of video games they trusted us: EA, Konami, Ubisoft, Capcom, Parrot, etc.