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***GLOBAL ADVICE COMES***

***The Game Connection Announces its New Advisory Board***

**Lyon, France – April 11<sup>th</sup>, 2007** – Connection Events, a leading video game business event producer, announced today the members of its advisory board which was created during the last Game Developers Conference in San Francisco. This advisory board is composed of 13 international professionals from the gaming industry who work at development studios, publishers and services providers.

These people are some of the best gaming minds from across the globe and all have attended The Game Connection in the past. These new advisors belong to companies representing the full scope of The Game Connection attendees allowing their unique perspectives on the industry to influence future Game Connection events. This perspective extends from their jobs to their countries of origin as well. The geographical scope of Game Connection attendees are well represented in this advisory board as members come from North America, Western Europe, Eastern Europe, Asia and Oceania.

“All the board’s members bring an expertise in creating worldwide development opportunities,” said Kurt Busch, Vice President of Product Development at Konami Digital Entertainment. “As interactive entertainment production becomes even more globalized, the ability to identify these opportunities becomes even more critical. I am honored to have been asked to join the board as I believe the Game Connection events build positive relationships across the industry, regardless of a company’s size, market or language.”

The advisory board members are\*:

*Svetlana Gorobets* – International Licensing and Acquisition Manager – **1C** (Russia)  
*Patrick Pliegersdoffer* – CEO – **Cyanide** (France)  
*Ed Dille*, – CEO – **Fog Studios** (Canada)

*Chris Charla* – Business Development Director – **Foundation IX** (United States)  
*Kurt Busch*, – Product Development Director– **Konami** (United States)  
*Sébastien Motte* – Product Planner – **Microsoft** (United States)  
*Jason Kingsley* – CEO – **Rebellion** (United Kingdom)  
*Harald Riegler* – Managing Director – **Sproing** (Austria)  
*Alexander Fernandez* – CEO – **Streamline Studios** (Netherlands)  
*Colin Gordon* – CEO – **Valcon Games** (United States)  
*Gilles Langourieux* – CEO – **Virtuos** (China)  
*Bill Mc Intosh* – CEO – **Torus Games** (Australia)  
*Olivier Masclef* – CEO – **Widescreen Games** (France)  
\*in alphabetical order by company

As Game Connection attendees, the advisory board will provide its advice and guidance from an outside viewpoint. The advisory board was also created to further a free exchange of ideas for improving and expanding the services provided during Game Connection. The next Game Connection scheduled will be in Tokyo in September and should coincide with the Tokyo Game Show. Game Connection continues after that in Europe on December 4-6, 2007 in Lyon, France, an event equal in size to the one at GDC.

#### **About Connection Events**

Created in July 2006, the company is a spin-off of Lyon Game, which initially launched Game Connection Europe. Game Connection is a business convention for the video game industry, taking place in Lyon (France) in December, San Francisco (California, USA) in March during the Game Developers Conference, and in Asia. Game Connection provides several different services, all geared toward the same goals: matchmaking between developers and publishers, network building and enhancement, and examination of projects and companies.

Game Connection enables business meetings between professionals in the video game industry, regarding the creation and the financing of video games. The event provides game developers a real opportunity to show their game concepts and their development abilities. It also provides publishers the chance to maximize their time and meet many developers in just one place.

Please Visit us on the web at [www.game-connection.com](http://www.game-connection.com)

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