



For Immediate Release

More Exhibitors Than Ever Will Attend **Game Connection Europe 2007**

LYON, France – October 24, 2007 – Game Connection is proud to announce that a record 188 companies have registered as exhibitors for Game Connection Europe 2007. Now in its seventh year, Game Connection Europe will take place on December 4-6, in Lyon at Le Centre de Congrès.

Known internationally as the essential business convention for the videogame industry, Game Connection will once again welcome companies from all over the world. More than 35 countries will be represented this year, including Argentina, Australia, China, India, Philippines, Taiwan and Turkey with major delegations from Brazil, UK, Nordic Countries, Thailand, Russia, Germany and Korea.

Since its creation in 2001, Game Connection has grown significantly. From 27 developers the first year, and 145 last year, this year's 188 exhibitors represent a 30 % increase. Confirmed exhibitors this year include: Ankama Studios, Big Ant Studios, Bug Tracker, Coldwood Interactive, Deep Red Games, Dhruva Interactive, dSonic, Epic Games, Eutechnyx Limited, Foundation IX, Kuju Entertainment, Machine Union, Massive Black, Outsource Media, RealtimeUk, Rebellion, Sproing Interactive, Stainless Games, Steel Monkeys, Streamline Studios, Tantalus Interactive, Torus Games, Virtools, and Virtuos.

Also among the exhibitors this year, are five new innovative companies selected to attend Game Connection for free thanks to the Level Up Program: AGE Studio, Anino Mobile Inc, Arkedo, Big Rooster LLC, and Ocean Media LLC.

Registrations are now closed for game and service sellers. Publishers and developers looking for innovative games or specific services to grow their business are invited to register online at: www.game-connection.com.

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 February during the Game Developers Conference, and during Tokyo Game Show, Tokyo, in September. Game Connection provides several different services, all geared toward the same goals: matchmaking between outsourcing companies, tools providers, developers and publishers, network building and enhancement, and examination of projects and companies.

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