



Mochi Media Announces Ten Winners of MochiAds Super Flash Game Friday Contest

SAN FRANCISCO — September 22, 2008 — [Mochi Media](#) today announced the ten winners of its Super [Flash Game](#) Friday Contest, recognizing high-quality, creative [Flash games](#). The Super [Flash Game](#) Friday contest was launched July 18th to mark the 10th week of Flash Game Friday, a weekly award recognizing excellent [Flash games](#) from the MochiAds [game developer](#) community. Over the course of the contest period, more than 800 entries were submitted. The ten contest winners were issued ten times the regular weekly winnings – each receiving \$1,000 and a Bamboo Fun Wacom Tablet.

Mochi Media opened the contest to all game developers in its network, inviting them to be as creative as they liked. Developers can join the MochiAds network through a free sign-up process, and members receive access to free monetization, analytics, development and distribution tools and services. To enter the contest, developers submitted their game using MochiAds' advertising and distribution services, which provide ad-based monetization and marketing for their games. The panel of five judges included Erin Bell of Gamezebo.com, Maya Baratz of Mochi Media, and three past MochiAds contest winners. For full bios of the judges, visit:

<http://mochiads.com/contest/jul08/judges>.

The following games were named as winners:

- Magigoo, by Guntur Sarwohadi (<http://www.mochiads.com/games/magigoo/>)
- Infection, by Joe Walters (http://www.mochiads.com/games/infection_v1/)
- Boombot, by Ninja Kiwi (<http://www.mochiads.com/games/boombot/>)
- Gemstone Hunter, by Julian Scott (<http://www.mochiads.com/games/gemstone-hunter/>)
- The Alphabet Eater, by Kenny Sun (<http://www.mochiads.com/games/the-alphabet-eater/>)
- Banana Dash, by Maxwell Scott-Slade (<http://www.mochiads.com/games/banana-dash/>)
- Scramball, by Christopher Jeffrey (<http://www.mochiads.com/games/scramball/>)
- duck, think outside the flock, by Bart Bonte (<http://www.mochiads.com/games/duck-think-outside-the-flock/>)
- Elite Forces: Conquest, by Vadim Starygin (<http://www.mochiads.com/games/elite-forces-conquest/>)
- Globbs, by Dave Fulton (http://www.mochiads.com/games/globs_v1/)

For a full list of entries, visit: <http://mochiads.com/contest/jul08/games>.

"We received an incredible number of high-quality games as part of this contest," said Maya Baratz, developer relations manager at Mochi Media and contest judge. "It's inspiring to see the creativity and high caliber of games made by the MochiAds community, and it will be great to see what developers have in store for our future contests."

MochiAds, the flagship product of Mochi Media, is an [online games](#) network that provides tools and services for Flash game developers, Web site publishers and advertisers. MochiAds provides game developers with a host of analytics, distribution, and monetization tools. In addition, it also supplies publishers with a rich catalog of high-quality games they can add to entertain and monetize users visiting their site. On a monthly basis, games in the MochiAds network reach over 60 million unique users and offers brand advertisers with turn-key opportunities to reach engaged consumers through games.

About Mochi Media

Mochi Media is a platform dedicated to fueling the creativity of the gaming community through its products and services. The core product, MochiAds, is the largest online games advertising network for developers, advertisers and publishers. The network provides game developers with monetization, distribution and analytics while providing advertisers with turnkey opportunities to reach over 60 million gamers per month. The thousands of online games available in the game catalog provide publishers with engaging content to attract, entertain and retain their users. Mochi Media is headquartered in downtown San Francisco.

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