

CONTACT: Sibel Sunar
fortyseven communications
sibel@fortyseven.com
1-323-658-1200

Alison Beasley
Lincoln Beasley PR
alison@lincolnbeasley.co.uk
+44 (0) 7966 449130

ONEBIGGAME UNVEILS NEXT PROJECT: MASAYA MATSUURA'S *WINTA*

*Father of Music Games Brings New Take on the Genre
to iPhone and iPod touch*

San Francisco, Calif. – June 4, 2010 - OneBigGame, the non-profit publisher of videogames, today officially announced its second project, *WINTA*, an innovative music rhythm game that will be released for iPhone and iPod touch this summer. *WINTA* is the brainchild of renowned Japanese game designer Masaya Matsuura, the man often regarded as the inventor of the music game genre through his seminal *PaRappa the Rapper* series for PlayStation.

"We couldn't be happier with *WINTA* as the second game to come out under our fundraising label," said Martin de Ronde, director, OneBigGame. "We feel Matsuura-san has come up with a great concept for OneBigGame, and we are convinced that fans of his earlier works as well as fans of music games in general will be pleasantly surprised when they all get a chance to experience *WINTA* later this year."

The spirit of the OneBigGame initiative, which is all about game designers working together to raise funds for charity, comes to life in *WINTA*, which is being developed pro bono by Matsuura-san's studio NanaOn-Sha and Dutch iPhone and iPad specialists Triangle Studios.

"I am a big believer in creative collaborations and I am really pleased with the result that is *WINTA*," stated Masaya Matsuura, president, NanaOn-Sha. "Furthermore, further down the line *WINTA* will also very much involve music artists, VJs and gamers around the world in this project. I can't wait to see the creative vision that we have for *WINTA* finally become a reality later this year."

"Needless to say, we are proud to work with an industry legend like Matsuura-san," commented Remco de Rooij, MD, Triangle Studios. "Working with such a creative mind has been a wonderful and insightful experience and we feel that Matsuura-san's creative vision

for this game combined with our technical expertise has led to not only a great game for the iPhone and iPod touch, but also a unique platform for both music creators and fans of music and music games.”

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About *WINtA*

Designed by godfather of music games Masaya Matsuura, *WINtA* is the next logical step in the genre as it comes up with a new way of involving players in a song’s music and lyrics. Combining elements of pattern recognition challenges with the natural tendency of humans to tap along with music and words, *WINtA* goes a step beyond the highway of colored symbols which has become synonymous with music games ever since *PaRappa the Rapper* set the tone in 1996. Making full use of the iPhone and iPod touch’s touch abilities, *WINtA* provides a fun and natural way for people to tap along to their favorite songs whilst creating a unique and addictive game challenge at the same time.

About OneBigGame

OneBigGame aims to raise funds to help solve problems afflicting children around the world. The nature of these problems can be diverse, but the kind of projects OneBigGame supports will always revolve around a structural improvement in children’s lives, expanding their opportunities in life.

OneBigGame raises funds by publishing games kindly donated pro bono by established names in game development, in conjunction with support from the development community as a whole. The games will be published on the dedicated games portal OneBigGame.org, as well as through a variety of PC and console download channels.

OneBigGame always aims to donate a minimum of 80 percent of all donations to its charity partners Save the Children and Starlight Children’s foundation. To learn more about OneBigGame, please visit www.onebiggame.org.

About NanaOn-Sha

Like a fresh breeze spreading originality and fun, NanaOn-Sha has employed music, images, and games as a means to bring smiles to the world since 1993.

Beginning with uniquely original games such as *PaRappa the Rapper* (for PlayStation 1, 1996) and more recently with the hit series *Tamagotchi Connection: Corner Shop* (for Nintendo DS, 2005 - 2010), NanaOn-Sha have extended their project realm further; including the creation, development, and production of music for the Robot Pet AIBO and CG animations for educational TV shows broadcasted nationwide.

Dealing with such a broad variety of products, NanaOn-Sha is currently looking to expand its international activity as part of our continued exploration of originality.. To learn more about NanaOn-Sha, please visit www.NanaOn-Sha.com or contact contact@NanaOn-Sha.co.jp.

About Triangle Studios

Triangle Studios was established in 2006, the company develops applications and games for Nintendo DS, Wii, iPhone and Playstation 3. In the past two years, Triangle Studios has received a Dutch Game Award for the title *Stratego: Next Edition* (DS) and an award for best startup company of 2009. For more information, visit www.triangle-studios.com or contact winta@triangle-studios.com / T: +31 588 200 204

About charity partner Save the Children

Save the Children is the world's independent children's charity and is working hard to ensure children get proper healthcare, food, education and protection. Save the Children fights for children's rights and delivers immediate and lasting improvement to children's lives worldwide by demanding justice for the poorest and most vulnerable children.

Save the Children works in 120 countries; saving lives in emergencies, campaigning for children's rights, and improving their futures through long-term development. To learn more about Save the Children, please visit www.savethechildren.org.uk.

About charity partner Starlight Children's Foundation

For more than 25 years, Starlight Children's Foundation has been dedicated to helping seriously ill children and their families cope with their pain, fear and isolation through entertainment, education and family activities. Starlight's programs have been proven to distract children from their pain, help them better understand and manage their illnesses, and connect families facing similar challenges so that no one feels alone.

Through a network of chapters and offices, Starlight provides ongoing support to children, parents and siblings in all U.S. states and Canadian provinces with an array of outpatient, hospital-based and Web offerings. Programs are also delivered internationally through affiliates in Australia, Japan and the United Kingdom. To learn more about Starlight Children's Foundation, please visit www.starlight.org.