

Gamelion is entering Nintendo Wii and DS market

Gamelion announces that it has received authorized Nintendo Developer status early June 2008 and is now preparing to begin full production on Nintendo Wii, WiiWare and DS platforms.

"Ambition to creating new experiences is where we started and now to have the possibility to break traditional gaming boundaries on Nintendo platforms, which clearly have been the innovative gaming platforms, really makes us tick." - said Gamelion CEO Anton Gauffin.

Gamelion currently employs a large number of game developers skilled in development on a substantial variety of platforms - not only on all mobile platforms, but also on PC and Nintendo DS. With such experienced resources and deep understanding of European and US markets, Gamelion is bound to succeed on the new platforms.

First titles on WiiWare fully developed by Gamelion are scheduled for launch early 2009.

"Working with Nintendo is a great opportunity for both our studios. Wii and DS are both great platforms, allowing our developers to spread their wings and expand their creative side with new and innovative titles on both platforms. We're all pretty excited about this opportunity!" says Lukasz Szczepanski, Producer at Gamelion Szczecin.

Gamelion plans on working with its current partners, with the world leading publishers, as well as working internally on own titles that offer new experiences for casual gamers.

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Gamelion is a part of BLStream Group.

About BLStream Group

BLStream is a unique globally operating convergence specialist, delivering products and services for mobile, entertainment and enterprise sectors. The company's expertise is proven by nine years of successful track record in delivering advanced mobile and internet technology solutions and content for world's leading brands.

BLStream excels in new and emerging technologies and offers innovations and new business models that leverage the constantly evolving multiplatform environment.

BLStream offers advanced technology solutions with strong emphasis on user experience. Our mission is to enable global brands to differentiate their offerings in today's converging environment through seamless integration of mobile and web services. We believe that the user experience will increasingly dominate not only in the consumer offerings and but also in the enterprise sector.

The clients include Nokia, Motorola, Symbian, Qualcomm, Electronic Arts, Sony Pictures, Namco Bandai, Square Enix, Yahoo! Research Berkeley, BBC, ERA and Play.

About Gamelion

Gamelion is a creative studio focusing on casual games and funware, committed to creating success for its world leading customers. Since 2002 Gamelion has created engaging entertainment products for leading game publishers, media houses and handset manufacturers. The team creates entertainment with high production values and has a track-record of delivering critically acclaimed titles based on well known corner franchises of the global gaming industry.

In addition to team's design and delivery capabilities, Gamelion has also one of the largest handset parks in Europe, offering professional Mobile Post Production services with maximum device coverage for carriers in Europe, US, Latin America and Australia.