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TinyMob Games Wins Start-up of the Year at the 2014 VIATeC Technology Awards
TinyMob Games Recognized for Meteoric Progress from Founding to Launch for First Game.

Victoria, British Columbia – JUNE 24, 2014 – Last week TinyMob Games was chosen as the winner for the Startup of the Year award at the 2014 VIATeC Technology awards. The award recognizes a company less than two years old that demonstrates significant potential to generate revenue, raise investment, or to have significant social benefit.

Founded in September 2013, TinyMob Games has grown from the original three founders to a team of sixteen now based in downtown Victoria, BC. The company's first game is Tiny Realms, a mobile strategy game for iPad, iPhone and iPod touch. Tiny Realms is currently in submission with Apple App Store Canada and is scheduled for release in the near future.

"It's an honour to be recognized by the growing tech community here in Victoria," said Alex Mendelev, CEO of TinyMob Games. "We're very proud of the team we've assembled and the herculean efforts to be so close to launch in less than twelve months from when we founded the company."

TinyMob Games is a team of industry veterans who have previously worked for major studios such as Electronic Arts, Zynga and Microsoft Studios. The team are a group of passionate gamers that include seminal titles such as the original *X-Com* series, *Roller Coaster Tycoon*, *FIFA* and numerous indie projects within its collective portfolio. The three founders of TinyMob Games were also part of the team behind one of the first successful free-to-play Facebook game studios that were later acquired in 2010.

Visit <u>www.TinyRealmsGame.com</u> to see the launch trailer, learn about all the game's features and join the Inner Realm, the Tiny Realms community.

Digital Press Kit: http://bit.ly/digipresskit

About TinyMob Games Inc.

TinyMob Games is an independent studio making top quality free-to-play real time strategy games for iPad and iPhone. Formed in September 2013 in Victoria BC, the team closed a \$2M seed round in November and is quickly approaching the launch of their first title this spring. The founders of TinyMob Games were also the team behind one of the first successful free-to-play Facebook game developers in Canada, acquired in 2010.

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