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OneBigGame's WINtA App Now Available on the App Store

New Music Game Developed Pro Bono by Masaya Matsuura's Nana-On-Sha Studio and Triangle Studios in Support of the OneBigGame Initiative

SAN FRANCISCO - Dec. 13, 2010 - OneBigGame, the non-profit publisher of videogames, has released a free-to-play music app called WINtA on the App Store, available for iPhone and iPod touch. The WINtA App brings a fresh, new approach to rhythm games by actively involving players in a song's music and lyrics, keeping them engaged while taking full advantage of the Multi Touch capabilities of iPhone and iPod touch.

The WINtA App embodies the spirit of OneBigGame's initiative; game designers working together to make great apps and to support important charities. The app showcases the talents of Dutch developer Triangle Studios while the design was led by Masaya Matsuura, creator of the famous PaRappa the Rapper series and widely recognized as the father of the music game genre, as well as his Tokyo-based NanaOn-Sha studio. OneBigGame also partnered with ngmoco, a premier creator and publisher of freemium apps and games, to bring WINtA to the ngmoco Plus+ network.

"We are thrilled to release the WINtA App on the App Store," said Martin de Ronde, director of OneBigGame. "The app showcases the talents and hard work of Triangle Studios, NanaOn-Sha and ngmoco, all in the spirit of charity."

"Working with the OneBigGame initiative is something I am personally very excited about," said Masaya Matsuura of NanaOn-Sha. "The WINtA App, created in the spirit of collaboration between musicians and designers, delivers a compelling gameplay experience rooted in the tradition of the rhythm games of old. I hope everybody loves it!"

"The process of collaborating on an app with NanaOn-Sha and OneBigGame has been an amazing experience for our team at Triangle Studios," commented Remco de Rooij, CEO of Triangle Studios. "The WINtA App is the model of what a music rhythm game should be, delivering a fresh and fun experience with each new track."

"ngmoco is proud to support OneBigGame's charitable efforts, and expose the app to as many users as we can through the Plus+ network," commented Simon Jeffery, chief publishing officer, ngmoco.

At launch, WINtA will include a free music track donated by Matsuura. Additional tracks from artists big and small will be available through In App Purchase. OneBigGame will donate at least 10% of the purchase price of each track sold, split 50/50 between Save the Children and Starlight Children's Foundation.

The WINtA App is available for free from the App Store on iPhone and iPod touch or at www.itunes.com/appstore.

For more information on OneBigGame's charity initiative, please visit <http://onebiggame.com>.

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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 ngmoco

ngmoco is a wholly owned subsidiary of DeNA Co., Ltd, the world's leading social mobile gaming company. Headquartered in San Francisco and with studios in New York and Portland, ngmoco creates and publishes games for the iPhone, iPod touch, iPad and Android in collaboration with the best and brightest game makers in the world. To witness the lives and minds of the ngmoco team at work on the future of social mobile gaming, visit <http://www.ngmoco.com>.

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 their continued exploration of originality. To learn more about NanaOn-Sha, please visit www.NanaOn-Sha.com.

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.