Press Release March 16th, 2012

3rdKind Enters A Partnership With The Famous
American Smartphone Game Developer Godzilab By Providing Today
iBlast Moki For Smartphone To The Japanese Market.

(Tokyo, Japan, April 6th, 2012) – The company 3rdKind Inc., through his representative Director, Taro Hosotani, President/CEO, and Frederic Nouel, President/COO, announces a partnership with the famous American smartphone developer, Godzilab.

This partnership will start with the publishing of iBlastMoki for iOS on the App Store and for Android through the second biggest carrier in Japan, KDDi.

3rdKind Inc. obtained the right from Godzilab to publish iBlastMoki on the Japanese market, which means the Japanese localization, as well as promotion and marketing for it.

With this partnership 3rdKind hopes to help more developer to expand their business in Asia and to bring different and original titles to the Asian market.

iBlast Moki 2 was released on iPhone® and iPad® on March 16th, 2012 in Japan, and was followed by a featuring from Apple® to the App Store as well as a coverage on 4Gamer, one of the biggest video game media press in japan.

iBlast Moki for Android will be available from today on the "au Smart Pass", Android subscription service created by au KDDi. For 390YEN per month, KDDi customers will be able to play for free any of the 500 games included in the catalog. The service was launched at the beginning of this year on March, and has already 500,000 users.

iBlastMoki is a colorful and great physics puzzle game for smartphone, starring cute little Moki that you have to bring back to their village through 90 levels. This game was produced and developed by the inventive team at Godzilab.

About Godzilab

Godzilab is a group of professionals from the video game industry bringing all its knowledge and "savoir faire" to the iPhone and iPod touch world. It was created in late 2009 and brought to the market great title like iBlast Moki that is a million seller in the App Store.

About 3rdKind

3rdKind Inc., located in Tokyo, provides support for promotion, marketing and publishing for game companies to help them expand their business in US, Europe and Asia. In addition to that we develop Social Games in partnership with developer company and license provider.

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