

PRESS RELEASE

January 14, 2008 - Berlin, Germany

Biting Bit presents MicroMonster: The first Mobile Multiplayer Game for Bluetooth® and mobile Internet!



Gaming anytime and anywhere is easy, fun and possible with java-enabled mobile phones. What's missing are great games to exhaust the opportunities. MicroMonster comes to change that! The multiplayer combat role-playing game brings new impulses to the mobile market with many fascinating characters, an attractive long-time game play and massive connectivity.

MicroMonster is ready for the mobile world. The new real-time multiplayer role-playing game comes with fine graphics and action loaded game play ideas. The fresh game uses a fair payment model instead of subscription fees.

All gamers who enjoy diving into a world of fantasy and imagination can pick their MicroMonster from many different characters in the online bestiary. No matter whether Assassin, Blade Warrior, Gorok, Cyborg, Psionik or others: every MicroMonster has its unique advantages and talents to be revealed in real-time fights against other warriors.

Multiple connected

As the first game, MicroMonster can be played by Bluetooth® and mobile Internet (online) connection. Online gaming enables players to find and meet friends all over the world. The Bluetooth® connection is best for short distance playing. So a classroom match does not seem too far away.

Play and fight: Mobile against mobile!

It's all about fighting. The players have a whole world in their pockets always available for a fresh kick and fight against numerous real opponents. Just entering the arena will fetch all present fighters. The multiplayer modus allows gaming online and by Bluetooth®. When a courageous opponent agrees both players will give their best in a breathtaking fight.

Every won fight increases the skills of the MicroMonster. It will level up and enable the player to get more and better equipment. The countless equipment items, like magical artefacts, weapons, armours and even other MicroMonster characters can be bought and downloaded directly in the online shop of the game for immediate use.

Reidar Hörning, the executive game designer of the publishing company Biting Bit GmbH puts it this way: "We don't request monthly subscription fees or fees like play-per-game but finance the game only by offering more MicroMonster characters and gaming equipment. We consider this a very fair model for the players benefit. This way the game can be played just for fun and without permanent fees."

Fighting in single and multiplayer modus

MicroMonster offers many great functions in the multiplayer modus. The monster can level up and be saved to reach the highest rank - the Emperor. Many real time opponents are available via the mobile Internet or Bluetooth® connection and a chat connects the players even more.

Additionally a single player modus does not require a mobile Internet connection. This modus allows the players to plan the strategies, train their monsters and fight quests to receive excellent rewards. Of course the player might then go online again to visit the merchant's shop for purchasing and downloading new artefacts, weapons and armours. Saving the MicroMonster's rank will show the status of the monster to the entire community live on the website.

Available for many java-enabled mobiles

Many compatible devices are supported, like Nokia, Sony Ericsson and many more. Just choose a MicroMonster, download the game to the mobile and start immediately. More new MicroMonster and equipment are going to be introduced regularly.
(3508 chars, for immediate release)

Homepage: <http://www.micro-monster.com>

Download: <http://www.micro-monster.com/download>

Press website: <http://www.micro-monster.com/site/presse>

MicroMonster bestiary: <http://www.micro-monster.com/site/browser>

Equipment: <http://www.micro-monster.com/site/armory>

Artefacts: <http://www.micro-monster.com/site/artefacts>

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Biting Bit is an innovative start-up company located in Berlin, Germany. The business focus is set on mobile entertainment and marketing applications especially high-quality mobile multiplayer games. With a framework and game server for Mobile Multiplayer Games Biting Bit offers short time to market and designs completely fascinating new multiplayer games.