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PRESSEMELDUNG

24. April 2013

Winner in the Category „Best Mobile Game 2013“

Word Wonders wins German Computer Games Award

Munich, Germany – April 24th, 2013 – Publisher GamesInFlames and developer Chimera Entertainment are pleased to announce today that **Word Wonders: The Tower of Babel** has won the German Computer Games Award in the category **Best Mobile Game**. The game was released in November 2012 in partnership with the Regensburg based co-publisher dreamfab for all iOS systems.

The German Computer Games Award (Deutsche Computerspielpreis) is the most prestigious national award for German computer and video games and an initiative of the German political and economic sectors. The Award was founded in 2009 at the initiative of the Federal Government Commissioner for Culture and Media and a resolution of the German Bundestag. The purpose of this award is to promote Germany's standing as an economic and cultural center for the young, innovative computer games industry.

Word Wonders: The Tower of Babel is an exciting mix of word puzzle and RPG elements. The player needs to conquer the tower of Babel with only the power of words. During demanding word duels, he is up against mythological enemies and must defeat them by placing words on a game board to deal damage. The player also learns new, magical words and recipes to unleash powerful spells and potions as he climbs the Tower of Babel.



The game appeals to hardcore and casual gamers. In addition to tactical execution, players must use the right combination of words and positioning, making the game a treat to play with friends or even children. Two players can also compete against each other and find out who really has the last word!

"We are really excited to have won Germany's most valued games award with Word Wonders!" said Hendrik Lesser, CEO of GamesInFlames "This was only possible because of the excellent development team at Chimera Entertainment, the amazing production staff at remote control productions and the partnership with dreamfab, one of the most experienced German mobile publishers. I want to thank them and of course, we will keep up the good work to bring the German games industry another step forward."

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GamesInFlames is a next generation online and mobile games publisher. With a team of experts in development support, financing, publishing and marketing of cross-platform entertainment products the company truly treats games as service for the consumer. It optimizes individual distribution partnerships across platforms and territories and ensures efficient game development and continuous agile re-development cycles for a rapid market response.

For more information about GamesInFlames, please visit: <http://www.gamesinflames.com>

About Chimera Entertainment

Chimera Entertainment is an independent development studio for digital entertainment software focused on mobile games, online games and cross-platform development. Founded in 2006, Chimera Entertainment now employs over 25 people in the heart of Munich and has developed more than 10 titles on five platforms, including the browser-based MMOG "Warstory – Europe in Flames", "Brain Training with Dr. Kawashima", the browser game "Skylancer – Battle for Horizon", the winner of the 2011 German Developer Award for mobile games, "Demolition Dash" and the nominee for "Best Mobile Game" in the "German Computer Game Awards 2012", the iOS puzzle game "Happy Hills".

For more information, please visit: <http://www.chimera-entertainment.de>