



Space Empires Set To Conquer iPhone and iPad

Nvinium Games and Strategy First Will Bring Space Empires to Mobile Social Networks

Montreal, Canada - August. 17, 2010 – Strategy First, an international publisher and developer of interactive entertainment software, and Nvinium Games, a worldwide developer and publisher of social games, today announced plans to increase the ongoing expansion of the **Space Empires** franchise by bringing **Space Empires: Battle For Supremacy** to the Apple iPhone and iPad.

Space Empires: Battle For Supremacy's jump to Apple's massively popular portable platforms will allow players to connect with **Space Empire** gamers anywhere and at anytime through the soon to be released versions of the game for the iPhone and iPad.

"The avid Space Empires audience pushed us to expand from the PC to Facebook. We have been extremely pleased by the response to the new social network version of the game both in terms of excellent reviews and the exceptional take up of the game by the Facebook community," said Strategy First's president, Emanuel Wall. "Accordingly we are expanding to the iPhone and iPad platforms which will allow us to make the game available to these popular and growing social game audiences."

Originally released in 1993 for the PC, **Space Empires** went on to receive five installments and one sister title. The franchise recently debuted on Facebook with **Space Empires: Battle For Supremacy** and is now considered the top sci-fi social game on the platform.

Matt Abrams, chief executive officer of Nvinium Games, said "We are excited to bring Strategy First's critically acclaimed franchise to a wider social gaming audience. This move to the iPhone and iPad is the next step in bridging the gap between traditional and social gamers."

Space Empires: Battle For Supremacy for the iPhone and iPad is expected to launch in early 2011.