



GamePower7 Company

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## Conquer the Mysterious Dungeon and Get the Loot - Arab World Online Gaming

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As game developers are on the look for their next blockbuster success game launch, many of them are testing new grounds instead of the traditional crowded markets of Korea, Europe, Japan, China and USA. Emerging markets such as Latin America and the Arab World are the new unconquered dungeons that hold considerable hope for daring game developers to discover, besiege and gain all the loot.

Game Power 7 along with some brave Korean companies, started the adventure of discovering the dungeon of the Arab World online gaming 6 years ago. The adventure produced some happy stories as well as unhappy ones, but the biggest outcome of this adventure is the rich experience and information about this mysterious, loot abundant and challenging market.

Game Power 7 is now ready to share this experience, and educate adventurous Korean companies about this dungeon.

\*\*\* To be continued\*\*\*



During Korean Game Conference KGC2013, Mr. Fadi Mujahid CEO and co-founder of Game Power 7 is holding a presentation titled " Arabic Online Game Market, Dungeon Loots and Monsters". Mr. Mujahid said: "Since we established Game Power 7 back in 2007 as the first online game publisher in the Arab World region, Korean companies were the first to be approached for quality online games. We believe, as we have always did, that Korea is the stronghold of online gaming and Korean game developers are our favorite destination to make new partners. We are participating in KGC 2013 as part of our open invitation for Korean companies to hold our hands together in this beneficial and challenging adventure, and we are sure that we will be adding more Korean partners in the near future."

Korean Game Conference is the largest of its kind in Asia, and will be held from 25<sup>th</sup> till 27<sup>th</sup> of September 2013 in Coex Convention Center.

The presentation will be held at 10:30am on September 25<sup>th</sup>, 2013.

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#### To Editors

Game Power 7 was founded in 2007 as the first leading Arabic company in the field of online and mobile gaming.

As a part of the media group Spacetoon International, Game Power 7 presented innovative products based on localizing games from different cultures to fit the Arabic culture, values and traditions.

Relying on Arab talents, the company released a variety of exceptional games, the most popular one was Arabic Rapplez launched in 2008 as the 1st Arabic 3D online game. The game populations exceed one million players.

Game Power 7 has operation centers in three Arab countries with the headquarters in Dubai Media City. As part of the company's dedication to managing the community of Arab gamers, the company uniquely formed a Community Management QA team and a Culturalization and Cultural Content team.

Game Power7 has created a network of international business relations, that in-turn made the Middle East a magnet for world-class game developers. The company also supports many social programs for youth and local communities.