



For Immediate Release

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Gnomes Set to Pop Up on Facebook in New Social Media Game

Increasing Popularity of Gnomes in the Movies, on the Internet, and in Pop Culture Peaks Interest for Game's Launch in Spring 2011

February 17, 2011 (Redmond, Washington) – KingX Studios, a Seattle-area game developer of online games and video games, will launch a new social media game, Odd Manor, on Facebook in Spring 2011. Odd Manor features companion gnomes, which guide players through five magical gardens filled with faeries, charmed plants and mystical creatures. Players are asked to solve the mystery of a missing uncle by cultivating their gardens and becoming masters of “botanical alchemy” (imaginative gardening with chemical creations).

Unlike other online games, Odd Manor promises to deliver a console game experience in a social media game environment. In addition, the Odd Manor story is set up to appeal to people of all ages and foster a dynamic, shared experience with friends and communities.

“The relationship a player builds with the companion gnome is the key to the game,” said Charles Balas, Chief Creative Officer for Odd Manor. “Each player will be responsible for taking care of his or her gnome, garden and Facebook friends to solve the mystery of Odd Manor. We’ve created a story and a cast of characters that are familiar and engaging for the diverse, massive audience on Facebook.”

Fans of gnome culture can register now, be among the first to experience the game, receive exclusive items for game play and other unique benefits. <http://www.oddmanor.com>

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KingX Studios is a team of experienced creative and business industry experts who have worked on, and been credited with, AAA titles generating billions of dollars in sales in the past 20 years, including transmedia title credits such as LEGO Star Wars, Shrek 2, Half Life and Unreal. Company leadership includes the co-founder of Nintendo Software Technology and legends in the online games industry.