

EMBARGOED UNTIL JULY 7, 6am PDT

KONGREGATE AND CODENAME ENTERTAINMENT LAUNCH THE AWARD-WINNING GAME
CRUSADERS OF THE LOST IDOLS ON MOBILE

Kongregate, a leading mobile games publisher and fully owned subsidiary of GameStop, announces its latest mobile title Crusaders of the Lost Idols, now available globally on the App Store on iTunes and Google Play.

Developed by Codename Entertainment, Crusaders of the Lost Idols is the award-winning clicker/idle game where you unlock new Crusaders, level them up, collect gear, and earn achievements as you progress through a fantasy universe. Kongregate will serve as the game's publisher on mobile platforms.

Crusaders of the Lost Idols is currently one of the most played games on Kongregate.com out more than 109,000 titles and consistently one of the top 2% of games on Steam. It is the only clicker/idle game with a formation strategy feature that has inspired web and PC gamers to log almost 4 million of hours playing time every month.

The game was created by Codename Entertainment, a team of 15 people permanently employed in Victoria, British Columbia. The company is one of 884 local businesses that make up a part of British Columbia's overall tech industry.

The tech sector is a key driver of growth for the provincial economy, expanding faster than the economy at large. Employing over 86,000 people, with an average wage that is 60% higher than B.C.'s industrial average, the sector has a principal role in the BC Jobs Plan. The tech sector has outpaced the overall provincial economy for eight of the past ten years. The 9,000 technology companies in British Columbia in 2013 combined to generate over \$23 billion in revenue, adding over \$13 billion to B.C.'s GDP. That same year, over 700 new technology companies came into existence in the province.¹

Video games are a key motivation for youth to learn to code and can inspire high school student to seek a career in the BC's growing technology industry. This talent pipeline is a critical aspect of meeting the employment needs of BC's technology industry. Further, the video game industry is actively involved in post-secondary education programs in B.C. through scholarships, research partnerships and co-op.

¹ BC Stats, Profile of the British Columbia High Technology Sector, 2014 Edition (June 2015)

Quotes:

Amrik Virk, Minister of Technology, Innovation and Citizens' Services –

"It's B.C. companies like Codename Entertainment, an exciting small company in Victoria, and which was a finalist for the 2016 VIATEC awards, that are bringing ideas to reality, forging partnerships such as this one and driving the future of tech in B.C., which is exactly what we aim to foster as part of our #BCTECH Strategy."

Greg Kylo, Parliamentary Secretary for the BC Jobs Plan, MLA for Shuswap –

"I am thrilled to see more video game studios like Codename Entertainment achieve global success. The tech sector is key to attracting skilled technology talent to B.C. I would like to thank Eric Jordan of Codename Entertainment for contributing to the growth of our tech industry in the Capital Region."

Eric Jordan, CEO of Codename Entertainment –

"We are very excited to enable gamers everywhere who enjoy deep RPG and strategy experiences to play Crusaders on mobile devices," said Eric Jordan, CEO of Codename Entertainment. "Gamers around the world who love the thrill of unlocking and collecting a wealth of unique characters, levelling them up, and applying strategic intellect to win will love our game."

Kevin DuPuy, Director of Production at Kongregate –

"We jumped at the chance to bring Crusaders of the Lost Idols to mobile," said Kevin DuPuy, Director of Production at Kongregate. "The game's mix of colorful heroes and approachable gameplay have really resonated with players on Kongregate.com. Codename Entertainment has been a fantastic partner and we're excited to bring their game to a whole new audience."

ABOUT CRUSADERS OF THE LOST IDOLS

Crusaders of the Lost Idols is the award-winning and top-rated idle/clicker game that has been played over 15 million times on across all platforms since its launch in July of last year. It was awarded the Idle Game of the Year on Armor Games and is one of the most played games on Kongregate.com out of more than 109,000. It is also consistently one of the top 2% of games on Steam.

It is the only idle/clicker game to include a formation feature where players learn to master the strategy of organizing their party of characters into the most powerful, monster-destroying formation possible.

ABOUT CODENAME ENTERTAINMENT

Codename Entertainment was founded in 2008 in Victoria, B.C. by David Whittaker and Justin Stocks. They started making games for Facebook and evolved into making games for platforms like Kongregate.com, ArmorGames, and Steam. In 2015, the company launched Crusaders of the Lost Idols.

Codename Entertainment and Crusaders of the Lost Idols are trademarks of Codename Entertainment Inc. All other products named herein are trademarks or registered trademarks of their respective companies.

ABOUT KONGREGATE

Kongregate is a leading mobile game publisher and web gaming portal. Kongregate's mobile publishing focuses on free to play mid- and hard-core titles. Working closely with mobile game developers Kongregate provides consulting, analytics, marketing, launch support, and game features such as cross promotion, guilds, and chat. Kongregate's mobile games have been downloaded tens of millions of times and have hundreds of millions of gameplays.

Kongregate's web portal features over 100,000 free games played by tens of millions of gamers per month. Kongregate is a wholly-owned subsidiary of GameStop Corporation and is based in San Francisco. The company was founded in 2006 by brother-and-sister team Jim and Emily Greer.