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By: Cosmin Vasile, Communications News Editor

FlatOut cover
XENDEX

'FlatOut' Ready to Race on Mobiles

Starting with December 2008

Whether you like to wreck havoc with your car or you simply prefer extreme racing, XENDEX's 'FlatOut' mobile game will make you experience the most extreme destruction racer. European mobile game developer XENDEX and famous game publisher [I-play](#) recently signed an agreement for the release of the long-awaited race title 'FlatOut'.

Achim Kurten, International Sales & Marketing at XENDEX, commented, "We are excited to partner with I-play in bringing the FlatOut franchise to the mobile market. I-play and XENDEX have worked together previously with great success on games like the multi-million selling FMX Freestyle Motocross series. With I-play's strong Sales & Marketing power we look forward to build on this success and to establish FlatOut as a key and hugely popular franchise in the mobile space".

Following the agreement, [I-play](#) will exclusively market 'FlatOut' through its own channels in Europe, the Middle East and Africa starting with December 2008.

'FlatOut' mobile game features an innovative engine, which converts the driving experience into a really thrilling ride. Players can take advantage of the destructible environment, weather and particle effects, great physics and many more features that make this game one of the most addictive racing titles on the market.

Don't be afraid to use the nitro pick-ups to boost your car, drive your opponents off the track, but be very careful and keep an eye on your car's damage meter, because if you're pushing it too hard you'll be out of the track yourself.

"We are pleased at the opportunity to distribute the new FlatOut racing title across our distribution channels," said Ami Ben-David, Senior Vice President, Oberon Media, I-play's parent company. "This new partnership not only continues to strengthen our relationship with [Xendex](#), but it also reinforces I-play's success with racing franchises."