



## **Other Ocean Partners with Sega on iPhone Game Demo**

*Canadian Studio confirms its co-development of SEGA'S Super Monkey Ball Demo*

CHARLOTTETOWN, PEI, CANADA – April 7, 2008 - Other Ocean Interactive CEO, Andrew Ayre, today confirmed it partnered with SEGA of America to develop a demo version of the Super Monkey Ball game for iPhone. Super Monkey Ball was highlighted at Apple's iPhone SDK event on March 6, 2008. "We were tremendously honored to be asked to work on the demo version of Super Monkey Ball and also to participate in the actual unveiling," said Ayre.

"Apple's SDK is extremely developer-friendly and the iPhone, with its accelerometer, is the perfect platform for Super Monkey Ball." explained Gordon Wood, Other Ocean's Technical Director and Senior Programmer. "The iPhone is going to be a major player in the handheld gaming market, and we're excited to be among the first to develop games for the device."

"We knew Super Monkey Ball could be a perfect game for the iPhone and all we needed was the right team to partner with to make it happen," said David Cobb, Sega's Vice President of Product Development. "Other Ocean was the obvious choice to build the demo version, with their experience giving us a clear advantage."

### **About Other Ocean Interactive**

Based in Charlottetown, Prince Edward Island, Canada, Other Ocean Interactive was founded in 2006 and develops for all platforms. The studio is dedicated to delivering high-quality games that are fun and perfectly matched to their target platform. Other Ocean – with its sister company Sculpin QA - currently employs more than 40 talented people. For more information, please visit: [www.otherocean.com](http://www.otherocean.com)

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