

eGame-Star.com, useful web services for gaming teams to welcome now worldwide gamers

Paris, January 7, 2010: one year after its launch, eGame already gather more than 75,000 gamers on its platform www.egame-star.com. More than 24,000 gaming teams' websites have been created. On eGame, video games players can meet, regroup themselves in teams, manage forums and polls, chat... The power of eGame is to offer gamers simple hosted web solutions, manageable without any technical knowledge.

Today eGame is available in English, in addition to its native language, to welcome worldwide communities of players. More than 20 free skins are ready in English as the brand new system of skins creation by blocks allowing almost endlessly customizations. Enthusiast and pro gamers, coming from consoles or pc communities, can now meet and share their passion in environments that look as they wish.

Based on a business model of premium services by micro payments, eGame offers in 2010 to video games publishers' exclusive assets' integrations via skins' customizations, contests organizations and teams' sponsoring.

Resources

Download eGame HD logo: http://www.egame-star.com/images/logo_egame_hd.png

Download eGame's homepage snap: http://www.egame-star.com/images/egame_snap_en.jpg

About

eGame and www.egame-star.com are projects owned by Oxent, Petit-Poucet awarded French start-up based in Paris and specialized in interactive platforms' design and management for video games industry and virtual communities.