

HOME

Gadgets RESOURCES

Gadgets NEWS

- ↳ Gadgets **BREAKING NEWS**
- ↳ Gadgets **TOP 10**
- ↳ Gadgets **MOST POPULAR**
- ↳ Gadgets **EDITOR'S PICK**

Gadgets WHITEPAPERS

Gadgets VIDEOS

Gadgets WEBINARS

Gadgets PODCASTS

Gadgets BLOGS

NEWS

[April 02, 2009]

Artificial Life Signs License Deal With German Soccer Team VfB Stuttgart

LOS ANGELES, BERLIN and HONG KONG, Apr 2, 2009 (GlobeNewswire via COMTEX) -- Artificial Life, Inc. (OTCBB:ALIF) (www.artificial-life.com) today announced a licensing deal signed with the renowned German soccer club, VfB Stuttgart. The club will collaborate with Artificial Life to produce a soccer title "VfB - The Official Mobile Game" for mobile devices.



VfB Stuttgart was founded in 1893, and is based in Stuttgart, Baden-Wurtemberg. It is the largest sports club in the state and the fifth largest club in Germany, having over 45,000 members. The club's soccer team has won the national German championship five times, the latest one in the 2006-07 season, as well as being the title holders of the DFB-Pokal German cup for three times in its history.

The home ground of VfB Stuttgart is the Mercedes-Benz Arena (formerly named "Gottlieb-Daimler-Stadion"), situated in the Cannstatter Wasen sports complex. Completely enclosed, the arena can accommodate audiences of up to 57,000 fans. Currently, the popular team includes among others, German national team players Mario Gomez, Thomas

Hitzlsperger, Serdar Tasci and Sami Khedira as well as international soccer stars Jens Lehmann, Khalid Boulahrouz, Ludovic Magnin and Ciprian Marcia.

"VfB - The Official Mobile Game" will offer VfB Stuttgart fans a genuine soccer experience on their mobile phones with avatars of all the current team members. In addition to a realistic game play, interesting statistics and facts about the team will also be featured, adding informative elements into the competitive game.

The game is tentatively scheduled for release in the third quarter of 2009, around the start of the new 09/10 soccer season, pending approval.

"With this mobile game we further enlarge our product portfolio with a unique innovation," said Jurgen Zahn, Head of Merchandising, VfB Stuttgart.

"VfB Stuttgart is a very prominent sport club in Germany. We are excited about working with VfB to create an official soccer game on mobile for celebrating the start of the new soccer season," said Eberhard Schoneburg, CEO of Artificial Life, Inc.

About Artificial Life, Inc.

Artificial Life, Inc. (OTCBB:ALIF) is a public U.S. corporation headquartered in Los Angeles, with its production center in Hong Kong and additional offices in Berlin (EMEA headquarters) and Tokyo. As a leading, full-service provider of mobile broadband 3G technology, mobile participation TV, mobile gaming, content and business applications, Artificial Life provides 2D and 3D multi- and single- player rich-media applications for 3G, 3.5G and 4G network-enabled mobile phones. Recognized internationally for outstanding content quality and technology, Artificial Life transcends traditional modes of mobile communications and interactive gaming. For more information, please visit www.artificial-life.com or the company's m-commerce portal at www.botme.com.

Forward-Looking Statements: This press release contains "forward-looking statements" within the meaning of Section 27A of the Securities Act of 1933, as amended, and Section 21E of the Securities Exchange Act of 1934, as amended. Such forward-looking statements include, without limitation, statements regarding our future results of operations, financial condition and business prospects. In some cases, you can identify forward-looking statements by terminology such as "may," "will," "should," "expect," "intend," "plan," "anticipate," "believe," "estimate," "predict," "potential," "continue" or the negative of these terms or other comparable terminology. Although such statements are based on our own information and information from other sources we believe to be reliable, you should not place undue reliance on them. These statements involve risks and uncertainties, and actual market trends or our actual results of operations, financial condition or business prospects may differ materially from those expressed or implied in these forward looking statements for a variety of reasons. Potential risks and uncertainties include, but are not limited to, our ability to obtain additional funding to operate and grow our business; the unproven potential of our mobile gaming business model; changing consumer preferences and uncertainty of market acceptance of our products; timely adoption and availability of 3G mobile technology; market acceptance for use of mobile handheld

Free Gadgets Newsletter

email address

SUBMIT

Blogs

Contributors

- Rich Tehrani
- Tom Keating
- Greg Galitzine

 FREE WEBINAR
 Register Now!



 Free Webinar:
 Google AdWords -
 5 Deadly Mistakes

 April 23, 2009
 2:00 PM ET
 11:00am PT

[Ads by Google](#)

Corizon
software

Cut agents talk time,
 increase FCR, reduce
 training times.