

## Hall of Fame Game Designer Jon Van Caneghem launches VC Mobile Entertainment

*Might and Magic and Heroes of Might and Magic creator starts new mobile game studio*

**Los Angeles, CA – May 28, 2015** – Today, the mobile game publisher VC Mobile Entertainment (VCME) announced that it has come out of stealth mode with a Series A investment round totaling \$4.5m that included investments from Tencent and Pacific Sky Investments. The new Los Angeles-based development and publishing company is currently developing its first mobile title, which it will publish in 2015. Jon Van Caneghem, the award-winning game designer and former founder of New World Computing and Trion Worlds, started VCME in 2014 and is its CEO.

“We’ve seen some amazing mobile games come to market in the past few years, but we also see a lot of areas where the gameplay is ripe for new innovation,” said Jon Van Caneghem, founder and CEO of VC Mobile Entertainment. “The assistance of our partners and the experience of our talented team will enable us to explore those new areas and build a new generation of mobile games for phones and tablets. Stay tuned for more information on our upcoming title.”

Prior to founding VCME, Van Caneghem led multiple internal studios at Electronic Arts, including the *Command & Conquer* franchise. Before that he co-founded Trion Worlds, an independent developer and publisher of massively multiplayer games. Van Caneghem is best known for founding New World Computing, a publisher and developer of PC and console games, and designing and developing a number of best-selling strategy and role-playing titles, including the award-winning *Might and Magic* and *Heroes of Might and Magic* series. New World Computing successfully exited to 3DO, a console publisher founded by Trip Hawkins. Today, Van Caneghem is bringing his deep game design and development experience, his entrepreneurial skills, and his passion to his latest gaming venture.

With VCME, Van Caneghem has gathered a number of highly skilled and experienced colleagues from his past ventures to help in the development of VCME’s first title and in building a world-class mobile publisher. The founding five members of the team each possess over 20 years of experience in game creation, and have developed hundreds of titles for some of the largest and most influential game studios and publishers in the industry, including Activision, Disney Interactive, Electronic Arts, NCSoft, Nexon, New World Computing, Origin Systems, Sierra Online, and Trion Worlds.

VC Mobile Entertainment is currently looking for talented engineers, developers, artists, marketing, monetization and publishing talent to join its team. For more information, visit [www.vcmobile.net](http://www.vcmobile.net).

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### **About VC Mobile Entertainment**

Founded in 2014 by legendary game designer Jon Van Caneghem, VC Mobile Entertainment is on a mission to bring magical game designs to mobile devices. The Los Angeles-based team has decades of experience creating award-winning mobile, PC, console, and online games. For more information, visit [www.vcmobile.net](http://www.vcmobile.net).

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