## Moshi Monsters Breaks 1.5 Million Players! www.moshimonsters.com

New features boost the unstoppable global growth of Moshi Monsters as the game surpasses the 1.5 million player milestone!

March 13, 2009 - <u>PRLog</u> -- LONDON, UK – Mind Candy (developers of the online game for kids, Moshi Monsters) today announced that over 1.5 million Monsters have now been adopted at www.moshimonsters.com. The free-to-play online children's game with an educational twist announces explosive worldwide growth since its recent launch.

CEO of Mind Candy, Michael Smith, commented: "We've been absolutely amazed by the early growth of Moshi Monsters. Every month hundreds of thousands of children from all over world are joining the community and adopting their own pet monster. Children love the social gaming element while parents appreciate the educational qualities of the puzzle games."

The company also revealed a number of new updates to the game recently including "Moshlings", collectable pet Monsters that vary in rarity and style.

With over 40 Moshlings to collect in total, the race is already on to see who can capture the full set. The winner will be honoured with their very own in-game statue built on Main Street within Monstro City to celebrate this great achievement!

Moshi Monsters is a world of adoptable pet monsters, an exciting cross between a virtual pet, social network and educational puzzle games site for kids. The puzzles test a variety of skills including basic maths, spatial awareness, logic, counting, anagrams and vocabulary. Moshi Monsters is free to play, allowing kids to adopt their own pet monster and play games online with millions of other children across the world.

To create your free Moshi Monster and enter a world of fun and puzzles visit www.moshimonsters.com

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Mind Candy are one of the world's leading developers of social multiplayer games, helping children and their parents connect! Developed by Mind Candy, Moshi Monsters is an online educational game for children, with over 1.5 million players globally.

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