



Gamelet, a Taipei, Taiwan based company that provides a multi-player gaming social network where game developers can easily make and upload multi-player games and share with game players, will launch the latest game platform on Sep. 8th, the first day of TechCrunch50 DemoPit.

The Gamelet platform provides multi-player game hosting and a set of easy-to-use APIs to help game developers eliminate the need for server programming so that they can turn any innovative game design into a multi-player game instantly.

For further information or SDK of Gamelet, please stop by the DemoPit on Monday. If you'd like to schedule a brief talk and demo during TechCrunch50 or by 9/16, please contact us, we'll be happy to arrange it.

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