



**Media Contacts:**

Allison Rynak  
WorldWinner  
617.614.3734  
[arynak@worldwinner.com](mailto:arynak@worldwinner.com)

Julianne Muszynski  
Weber Shandwick  
617.520.7027  
[Julianne.Muszynski@webershandwick.com](mailto:Julianne.Muszynski@webershandwick.com)

**Flo Gets Skill: Diner Dash® Cash Competitions Launch at WorldWinner.com**

**San Francisco and Newton, Mass. – December 20, 2007** – Flo’s restaurant gets a makeover! [WorldWinner](#) and PlayFirst, Inc. today unveiled the cash competition version of popular casual game [Diner Dash](#)®. Available now at WorldWinner.com, the new skill-based game allows players to compete against others for cash and prizes while helping Flo make her restaurants the best in town. WorldWinner is a subsidiary of FUN Technologies Inc. (TSX:FUN) (AIM:FUN) and a leading provider of online game competitions for cash and prizes. [PlayFirst](#) is a leading publisher of casual games.

In the cash competition version of Diner Dash, players compete against one another in helping Flo manage a crowd of customers by taking orders, serving drinks and food, clearing dishes and collecting tips. Players earn points by serving customers successfully within the five minute time limit. Additional scoring components, such as the ability to choose one of four Power-Up abilities to best suit a player’s style and the inclusion of six different customer types with unique personalities, have been incorporated. The skill-based game features 15 different restaurant themes as featured in the retail version of Diner Dash.

“Joining forces with PlayFirst allows us to combine the excitement of Diner Dash with the competitive atmosphere of WorldWinner,” said Peter Blacklow, president of WorldWinner. “Considering Diner Dash has been such an incredible success across major game platforms, we anticipate the cash competition version to deliver yet another exhilarating new twist for Flo fans, old and new.”

“This launch is a significant step in the growth of the Diner Dash franchise,” said Rich Roberts, vice president of sales and business development at PlayFirst. “Partnering with WorldWinner allows us to broaden the Diner Dash audience by tapping into the network of millions of skill-based game players who thrive on competing in their favorite games.”