



## **Second Dinner Declares That It Is Now "A Real Company" Because They Have Moved Into An Actual Office, Raised \$30M, and Partnered With Marvel on A New Game**

*Second Dinner (Co-Founded by former Blizzard Entertainment Leadership) announces new offices and job openings in Irvine, California, \$30M in funding from NetEase, and a partnership with Marvel.*

**IRVINE, Calif. – January 3, 2019** – It’s been 8 months since former Hearthstone Game Director Ben Brode and former Hearthstone Executive Producer Hamilton Chu left Blizzard to form Second Dinner, a new game development studio, in Ben’s garage. Since then, the team has been busy prototyping an awesome new game and making deals with heavyweights Marvel and NetEase.

Second Dinner raised \$30M from a minority investment by NetEase. “The Second Dinner team has a strong track record of delivering quality games. With the resources and creative freedom they now have, we look forward to what they will come up with next,” said Ethan Wang, VP of NetEase Inc.

“I’ve worked with Hamilton and Ben for years and they are exactly who we want making Marvel games,” said Jay Ong, EVP and Head of Marvel Games at Marvel Entertainment. “They and the team they’ve assembled at Second Dinner have made some of the greatest games in history. And now, working with the Marvel Games team and playing in the Marvel Universe... It’s going to be Amazing! Or maybe Spectacular! Or Incredible! Or Mighty! Or quite possibly all of the above!”

Making something amazing and spectacular is exactly what the team has been hard at work on, and internal playtests have already begun. “In all likelihood, this will be the best game ever made,” said Hamilton Chu, CEO. “I made a spreadsheet so I’m pretty sure. It’s going to take us a while to make, but we’re already having a lot of fun with the prototype. We can’t wait to show it to the people who we interview as candidates. Coincidentally, people should check out the new jobs we just posted.”

Second Dinner is finally growing beyond its initial five cofounders and has posted new positions at [www.seconddinner.com/jobs](http://www.seconddinner.com/jobs). The team has moved into their new office in Irvine, CA, and is ready to expand.

“The team is really excited to get some new perspectives on the game and some awesome folks to help design and build it,” said Ben Brode, Chief Creative Officer. “I really want to encourage people to drop us a line, even if they like their current job. Like, what could it hurt? We offer competitive salaries, insurance, 401k – all that real-company stuff. Hit me up for coffee or something, even if you’re just curious if you’d be a good fit for one of our openings.”

“I’m just excited they’re out of my house,” said Ben Brode’s wife.

### **About Second Dinner**

Second Dinner is a small indie game development company based in Irvine, California. It hasn’t published anything yet, but is pretty sure that it will someday.

### **About NetEase, Inc.**

NetEase, Inc. (NASDAQ: NTES) is a leading internet technology company in China dedicated to providing online services centered around content, community, communication and commerce. NetEase develops and operates some of China’s most popular PC-client and mobile games, and partners with Blizzard Entertainment, Mojang AB (a Microsoft subsidiary) and other global game developers to operate some of the most popular international online games in China. NetEase also operates [Kaola.com](http://Kaola.com) and Yanxuan, two e-commerce platforms that cater to the rising middle-class consumer market in China. In addition, NetEase offers advertising, e-mail and other services. For more information, please visit: <http://ir.netease.com/>.

## **About Marvel Entertainment**

Marvel Entertainment, LLC, a wholly-owned subsidiary of The Walt Disney Company, is one of the world's most prominent character-based entertainment companies, built on a proven library of more than 8,000 characters featured in a variety of media over eighty years. Marvel utilizes its character franchises in entertainment, licensing, publishing, games, and digital media.

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