



## P-L-A-Y Your Way to Victory in Words With Friends 2 With Google Play Instant

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*Zynga Partners with Google to Deliver a New Way to Experience Words With Friends 2 and Solitaire instantly with Google Play Instant*

SAN FRANCISCO--(BUSINESS WIRE)--Mar. 19, 2018-- Today, during the 2018 Game Developers Conference (GDC), Zynga (Nasdaq: ZNGA), a leading social game developer, announced the launch of *Words With Friends 2* and *Solitaire* for Google Play Instant on the Play Store. Developed exclusively for Google's instant apps platform, Android players can now enjoy an install-free way to engage with their favorite Word and Solitaire games anytime and anywhere, with just a tap of the 'try it now' button.

"We're proud to be one of the first gaming companies innovating on Google Play Instant, delivering bite-sized play experiences for fans of Zynga's *Words With Friends 2* and *Solitaire* everywhere," said Bernard Kim, President of Publishing, Zynga. "We're excited to work with Google in reimagining the iconic gameplay of our *Words With Friends 2* and *Solitaire* titles for more than 1 billion Android players around the world in a seamless, free-to-play experience."

Starting today, Android device users can also visit the Arcade in the redesigned Google Play Games app and get into the *Words With Friends 2* and *Solitaire* action faster than ever before. Fans of *Words With Friends 2* will match up against a Shakespeare-inspired Wordmaster bot powered by the latest AI technology, while *Solitaire* enthusiasts can challenge themselves in a mini game experience of the classic card pastime. In addition, the Google Play Games app gives players the ability to learn more about their favorite games, including *Words With Friends 2* and *Solitaire*, with related news and content.

"With Google Play Instant, we want to make it easy for fans to try out and enjoy apps and games immediately, without having to wait to install," said Jonathan Karmel, Product Manager, Google Play. "Our close collaboration with developers, like Zynga, will help people discover great games on Google Play and ensure they get a delightful experience."

In addition to today's Google Play Instant GDC announcement, Zynga will host an industry panel on building entertainment experiences for emerging mobile platforms on Tuesday, March 20 as part of the GDC Mobile Summit. Moderated by Craig Chapple, Senior Editor of PocketGamer.biz, the panel will explore the exciting growth of emerging mobile platforms for instant entertainment experiences, including a state of the market and what's next for Facebook's Instant Games and Android's platforms. Open to all GDC Summit attendees, the panel featuring Leo Olebe, Director Global Games Partnerships, Facebook; Benjamin Frenkel, Android Product Manager, Google; Nicole Opas, Vice President Games, Zynga; and Michael Carter, CEO, Game Closure, will take place in the West Hall (Room 2011) of Moscone from 11:20 a.m. – 12:20 p.m.

### About Zynga Inc.

Since its founding in 2007, Zynga's mission has been to connect the world through games. To-date, more than 1 billion people have played Zynga's games across Web and mobile, including *FarmVille*, *Zynga Poker*, *Words With Friends*, *Hit it Rich! Slots* and *CSR Racing*. Zynga's games are available on a number of global platforms including Apple iOS, Google Android, Facebook and [Zynga.com](http://www.zynga.com). The company is headquartered in San Francisco, Calif., and has additional offices in the U.S., Canada, U.K., Ireland, India, Turkey and Finland. Learn more about Zynga at <https://www.zynga.com/blog> or follow us on [Twitter](https://twitter.com/zynga) and [Facebook](https://www.facebook.com/zynga).

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