

Google buys mobile game maker SocialDeck

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"Big news. We're super excited to announce that someone found our social games as fun as you have -- in this case, that 'someone' is [Google](#)," SocialDeck said. "SocialDeck has been acquired and we've joined the Google team."

Financial details of the acquisition were not available. There was no immediate confirmation from Google of the purchase.

SocialDeck, which has operations in Toronto and San Francisco, was founded in 2008 and has developed games for the [iPhone](#), Research in Motion's [Blackberry](#) and Facebook including "Shake & Spell" and "Pet

Hero."

Google's purchase of SocialDeck comes amid reports that Google plans to expand its social networking presence.

Earlier this month, Google bought Slide, a San Francisco-based startup behind playful or practical applications such as "SuperPoke" and "FunSpace" that have become hits on Facebook and other social-networking websites.

Google this month also purchased Jambool, a company started in 2006 that processes virtual currencies -- make-believe money for online transactions such as games and social networks, including Facebook and MySpace.

The technology allows makers of online games and social networks to mine real money from virtual goods.

The Mountain View, California-based Google last week also acquired Internet search startup Angstro for an undisclosed sum.

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