

Orange buys into Japanese mobile gaming company

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Logo of French internet provider and mobile phone services group Orange in Dunkerque, France, on December 19, 2013 in Dunkirk

French telecom operator Orange announced that it had bought a share in Japanese mobile gaming company G-cluster Global as it confirms its push into providing content across several platforms.

G-cluster is a leading developer of mobile and cloud gaming technology and already provides the [gaming software](#) for Orange's roughly three

million TV clients in France.

The technology developed by G-cluster allows users to play console-like games across a whole number of platforms, including smartphones, tablets and televisions.

The investment by Orange is part of a G-cluster capital-raising round and will help it expand into [international markets](#), G-cluster head Erik Piehl said in a statement.

Cloud-gaming "is strategic for Orange" and is key to drawing new customers to the operator's [broadband services](#), said Elie Girard, the French operator's head of strategy.

The stake bought by Orange is a minority share and no figures were provided. G-cluster is headquartered in Tokyo, with offices in Finland, France, and in the United States.

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