

## **Puzzle fans rejoice - One button puzzle game Ichi will be arriving soon**

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Today Jay van Hutten and Stolen Couch Games are happy to announce that Ichi will be arriving on the App Store and Google Play Market soon and for Windows & Mac right now. To celebrate this news, the demo of Ichi, which includes the full level editor is now available. Experience the most simplistic looking puzzle game by playing, editing and sharing on right now with the free online demo. So, start creating your own Ichi levels and play your creations on your mobile device when available.

Utrecht, Netherlands - Ichi started as a challenge for Jay van Hutten to develop a simple, cute and fun one button puzzle game. Almost a year later Stolen Couch Games took over the challenge and co-developed the game for iOS, Android, Windows & Mac.

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### About Ichi:

Ichi is an easy to play but challenging one button puzzle game. Don't be deceived by the game simplistic look, it's a brain twister for sure! Collect golden rings by rotating objects, using teleporters, breaking blocks and more. If that isn't enough, the game includes a level editor that allows you to create your own levels and share them with anyone around the globe!

### Ichi's highlights:

- \* Fun and original one button gameplay
- \* Over 50 brain-twisting puzzles
- \* Catchy music
- \* Easy to use level editor
- \* Hundreds of user-created levels
- \* Game Center support (iOS)

You can buy Ichi for Windows & Mac as a "pay what you want" on [ichi-game website](http://ichi-game.com).

### Ichi:

<http://www.ichi-game.com>

### Demo:

<http://www.ichi-game.com/demo>

### Press Kit (zip):

<http://www.stolencouchgames.com/press/sheet.php?p=ichi>

We are Stolen Couch Games, a young and fresh studio located in Utrecht, the Netherlands. Our first commercial release is Kids vs Goblins, which recently went live on the Apple Appstore. We have a diverse, completely in-house skillset and we are capable of making high quality 3D games using the Unity engine. Every member of the team is educated in game design and combines this with a practical skill such as 2D Art, 3D Art or programming. Our

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primary focus is on making high quality entertainment games for mobile devices, although working with Unity gives us the flexibility to port to platforms such as Steam and Flash. Our short term plan includes making bite sized games for the mobile market and social platforms such as Facebook. Our first project to showcase this is Ichi, a simple pick-up-and-play puzzle game which we will self-publish. Ichi users can create and share their own levels with a user friendly interface. Copyright (C) 2012 Stolen Couch Games. All Rights Reserved. Apple, the Apple logo, iPhone, iPod and iPad are registered trademarks of Apple Inc. in the U.S. and/or other countries.

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