

Tiny Chocolate Games Releases Space Girl iPhone Game

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Tiny Chocolate Games recently released their iOS game, Space Girl. In Space Girl, the player flies a spaceship through outer space and underwater worlds, avoiding a variety of dangerous objects such as fire, shattering bottles, multiplying bacteria, and giant planets. Unique features include beautifully hand drawn art, an outstanding soundtrack with whimsical sound and voice effects, intuitive controls, and charming and replayable gameplay.

Los Angeles, California - Tiny Chocolate Games recently released their iOS game, Space Girl. The player flies a spaceship through colored pencil illustrated backgrounds, dodging obstacles and collecting stars to open wormholes into the next of fifty-five levels. The ship heads towards wherever the screen is tapped, making the gameplay simple and intuitive. The player must develop skills to navigate around and between a wide range of obstacles such as wildly zigzagging aliens, burning fire, and schooling fish. What makes the game truly unique is the quality of the illustrations and soundtrack, as well the complexity of the gameplay. The flavor of the game is upbeat and whimsical. As Space Girl collects stars she shouts "Nice!" or "Wow!"

In Space Girl, the levels are divided into four categories: outer space, water world, alien encounters, and underwater aliens. Each comes with its own background illustrations, obstacles, and creatures. Between levels, a series of beautifully colored drawings tells the story. In outer space, hearts break when bumped while gas giants attract smaller objects with their gravity. In the water world, glass bottles burst apart, becoming more dangerous. Rapidly multiplying bacteria inhibit movement. In the alien levels, four types of aliens zoom around collecting their own blue stars. They each have a characteristic flight style. When there are green and purple aliens, exploding asteroids, gas giants, and flames all on the screen at once, things can get pretty complex.

The ship shields are damaged by bumping an obstacle and replenished by collecting a star. When the shield fails, the ship explodes.

Other features include a random play mode and achievements.

Thematically, Space Girl is non-confrontational and non-violent. This is the story of a curious girl heading into the unknown, hoping to find something interesting. She is not trying to save the world. There are no bad guys. Space Girl encounters dangers in her journey, but they are the inherent dangers of the natural world. Space Girl seeks to inspire feeling of wonder, excitement, and companionship in the player, without the sadistic power trip that accompanies many games.

Device Requirements:

- * iPhone, iPad, or iPod touch
- * Requires iOS 4.0 or later
- * 24.0 MB

Pricing and Availability:

Space Girl 1.3.1 is only \$0.99 USD (or equivalent amount in other currencies) and available worldwide exclusively through the App Store in the Games category.

Space Girl 1.3.1:

<http://www.tinychocolategames.com/spacegirl.html>

Purchase and Download:

prMac: Publish Once, Broadcast the World :: <http://prmac.com>

<http://itunes.apple.com/app/space-girl/id523548069>

YouTube Video:

<http://www.youtube.com/watch?v=fCI7blZqjhw>

Press Kit (zip):

<http://www.tinychocolategames.com/SpaceGirlPressKit.zip>

Screenshot 1:

<http://www.tinychocolategames.com/SpaceGirlScreenshot.png>

Screenshot 2:

<http://www.tinychocolategames.com/SpaceGirlScreenshot1.png>

Tiny Chocolate Games is a small independent studio based in Los Angeles and dedicated to producing beautifully crafted, fun to play games. Founded in 2011, they are Yoonah Chi, Game Illustrator, Arthur Danskin, Programmer, and Phoebe Danskin, Sound Designer/Composer.

Arthur also works as a DirectX engineer at Nvidia. Phoebe is a Graduate of the Berkeley School of Music currently working in the Music Industry in LA. Tiny Chocolate Games is a family production: Yoonah and Arthur are married, while Phoebe and Arthur are siblings. Copyright (C) 2012 Tiny Chocolate 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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