

Tiny Utopia's Soda Star Goes Free to Play

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Tiny Utopia LLC launched Soda Star Lite, a free to play version of its hit game Soda Star, exclusively on the iTunes App Store. Soda Star Lite allows players to demo nine levels of a soda factory gone haywire. Players have to sort bottles by color, avoid pitfalls and unlock surprises in order to master increasingly difficult levels and manage the factory. Targeted to audiences ages eight to adult, players can continue to more difficult levels by purchasing additional content.

Austin, Texas - Tiny Utopia, LLC released a free to play version of its hit game Soda Star exclusively on the iTunes App Store today. Soda Star, a fast-paced sorting puzzle game for ages eight to adult, was first launched in May to rave reviews. Soda Star Lite demo gives players a chance to preview a bottling plant gone haywire.

In Soda Star and Soda Star Lite, players sort bottles and pack them into similarly colored crates by switching levers to ensure bottles get on the right conveyer belt. Soda Star Lite gives audiences a chance to play nine increasingly challenging levels then continue by purchasing additional content for \$.99.

"We're excited to reach an even larger audience with Soda Star Lite," said Tiny Utopia Founder and Lead Developer Neal Nellans. "Players will now get a chance to experience a demo version of this year's hit game for free and hopefully want to play more."

Device Requirements:

- * iPhone 3GS/4/4S/5, iPod touch (3rd/4th/5th generation), and iPad
- * Requires iOS 4.0 or later
- * Universal app optimized for display on all iOS devices
- * 33.1 MB

Pricing and Availability:

Soda Star Lite is free to play and available worldwide through the iTunes App Store in the Games category. Soda Star is also available as a full paid version from Google Play and the Amazon App Store for \$1.99 (USD).

Tiny Utopia:

<http://www.tinyutopia.com>

Soda Star:

<http://www.tinyutopia.com/?p=270>

Download from iTunes:

<https://search.itunes.apple.com/WebObjects/MZSearch.woa/wa/search?media=all&term=Tiny+Utopia+%2B+Soda+Star>

Screenshot:

http://www.tinyutopia.com/wp-content/uploads/2013/03/level04_02.png

App Icon:

http://www.tinyutopia.com/wp-content/uploads/2013/07/iconSoda_Lite_1024.png

Tiny Utopia was established in 2008 by a team of AAA game developers with published titles released from publishers EA, Dreamworks and visual effects specialists from Sony Pictures Imageworks, Digital Domain and Rhythm and Hues Studio. With an Academy Award winning

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creator, our goal is on mobile games to create epic, big screen arcade experiences in the tiny screen casual games market. We develop and produce in-house original titles, such as Epic Mech Wars and Soda Star as well as work with third party publishers and marketing teams to extend their existing brands into new interactive IPs. We strive to bring quality original artwork and design to our clients and bring fresh exciting experiences to players. Copyright (C) 2013 Tiny Utopia. 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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