



Title: Suzy Cube

Launch Date: June 19th 2018

Launch Platforms: Google Play, Android TV, iOS, Apple TV, Steam (Windows, Mac)

Price: \$4.99 iOS/Android, \$7.99 Steam

Languages Supported: Chinese - Simplified, Chinese - Traditional, French, German, Italian, Japanese, Korean, Portuguese - Brazil, Russian, Spanish - Latin America, Spanish - Spain

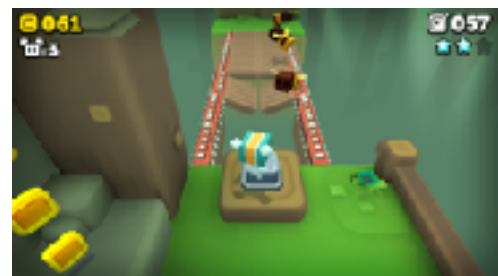
Description:

Oh no! The dastardly Skulls have stolen all the gold right out of Castle Cubeton!
Only Suzy Cube has what it takes to recover the castle's lost treasure from those blustering bullies!



Discover the simple joy of platforming in this bright, fun and surprise filled 3D game.

- # Simple, tight and responsive controls
- # Over 40 unique stages to master
- # Secrets and power-ups to discover
- # Full controller support



A passion project which gets at the heart of what makes a great feeling, smile inducing, 3-D platform game for all players.

A Word From The Developer:

Suzy Cube has been a labour of love and an incomparable learning experience. After years of work, I am thrilled to release the game so players can have as much fun playing it as I've had creating it. Thanks to everyone who have helped make this possible and to all of Suzy's exceedingly patient fans.

Merci, Thank you, Gracias,
-Louis

Publisher Notes:

Suzy Cube is a prime example of the type of game Noodlecake loves to support. It is a passion project from a solo developer who has been creating his masterpiece for years, bringing in a huge community of fans eager to experience his vision.

Louis, the developer, was inspired by playing Mario 3D Land and decided he wanted to take a crack at creating a game that follows the same joy, mystery and platforming fun associated with a Mario game. It is a love letter to console gaming of old with a modern twist.

We plan to market this game to a full suite of press delegates from IGN to Polygon as having a Steam and potential console release, will allow for it go gain attention from major publications. As well we plan to cross promote the title to all of our Noodlecake games to reach an active user base of millions of players.

It is important for games like this to be supported by not only developers and publishers, but by storefronts as well as indie developers this talented do not come along that often and if their passions go unnoticed, they will not create more games like this.

Links:

Trailer: <https://www.youtube.com/watch?v=1hH4VhImVgo>

Touch Arcade: <http://toucharcade.com/?s=suzy+cube>

Developer Blog: <http://louardongames.blogspot.ca/>

Gamasutra: https://www.gamasutra.com/blogs/LouisNicolasDozois/20170905/305058/Lessons_from_Suzy_Cube_Level_Design_Breakdown.php

Presskit: <http://www.noodlecake.com/games/suzy-cube>

iOS: <https://itunes.apple.com/app/suzy-cube/id1293337633?ls=1&mt=8>

Google Play: <https://play.google.com/store/apps/details?id=com.noodlecake.suzycube>

Steam: <https://store.steampowered.com/app/780500>

