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PRESS RELEASE
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Smithsoft Games announces first ever word unscrambler, monster shooter game to hit the market.

Smithsoft, the all female studio from Brisbane, Australia has announced the release date of Pandora's Books on iOS for August 18. The first ever game to combine word unscrambling and monster shooting into the one game.

Pandora's Books is a fun, brain teasing, fast paced mobile game where players help Pandora defend cities in the worlds of classic books by unscrambling words. Players can challenge themselves as much or as little as you like. It depends on how many clues you use. The words are from classic books, some dating from the 1800s.

Smithsoft was founded by Sarah Smith in 2012, a veteran programmer who has been developing games of all kinds since the 1990's. As a software engineer, Sarah has worked for a number of high profile tech companies including Nokia and Google and she's now realised her ambition of running her own studio through the development of Pandora's Books in January 2016.

"I wanted to bring something to the market that was different. Something that no one had ever done before." says Sarah. "I wanted to bring these classic books back to life and reignite some of the old school words. To really challenge people and get them to use their brains whilst still having a bit of fun. It's not meant to be too serious. It's a bit of a different slant to your 'Word Brain' games or 'Words with Friends'. But like those games, this is a game that anyone from 8 to 80 can just pick up and play."

Smithsoft is focused on releasing Pandora's Books as a game of service. "For us, when we release the game it's really still in development. Yes we've done everything we can to make it fun and as bug free as possible, but really the work doesn't stop at launch. In fact it's just the beginning. We want to get something out there and listen to our players feedback and take that on board. You can listen to all the experts you like, but without players feedback you have nothing." states Sarah.

Pandora's Books is set to hit the App Store on 18th of August 2016 and Android later in the year.

About Smithsoft:

Smithsoft Games, consists of Sarah Smith (Founder and Programming), Wren Brier (Art and Game Design), Jane Dyson (Marketing and Production) and Crystal Htay (QA, Community Management and Game Design) with the help from Zander Hulme Music. Smithsoft was initially founded by Sarah and Raymond Smith in 2012 as a software consultancy

company whilst Sarah worked as a sole Indie developer. Smithsoft grew to the four person indie studio it is today in January 2016. Previous games released or developed by Sarah acting as a sole Indie developer include Space Bot Alpha and Ethex 2080.

Media Contact:

Jane Dyson, Marketing and Production. Smithsoft.

Email: jane@smithsoft.com.au

Ph: 0431 992 622