



Press release: Towaga, the 100 % Swiss-made game targets a million downloads!

Available to download from January 11th 2017 on the App Store and Google Play at a cost of 3 CHF (No adverts or in-app purchasing) in Switzerland, Towaga, the new, 100% Swiss-made game by Sunnyside games with backing from Switzerland's crowdfunding community, has ambitions on a grand scale. After the international success of its previous game, "The Firm," Sunnyside is targeting a million downloads for Towaga. This is an ambitious, yet achievable goal, particularly in view of the custom-developed light rendering engine that was created in partnership with artists and engineers from EPFL and a soundtrack that adapts to the player's actions!

Lausanne, January 11th 2017: Towaga is a challenging and exciting 2D action/adventure game developed by the young, Lausanne-based startup, Sunnyside Games. They've been around the block before: Anshar II for the Gear VR and Oculus Rift was one of 2016's best sellers, while The Firm for iOS attracted over half a million players.

You play the role of Chimù, a powerful, masked character at the top of the legendary Towaga Tower, where you have to complete a dark and historic ritual that leads to the discovery of ancient worlds while you face up to monsters that are starved of light.

Armed with divine powers, especially a powerful beam of light, you must survive, perform exorcisms and combat the hordes of monsters while trying to complete the five challenges that will reveal the ultimate mystery, hidden behind the door of the dead.

The process of developing Towaga was made possible thanks to Switzerland's crowdfunding community, which raised the campaign's profile and resulted in it receiving 186% of its funding target. Since then, Sunnyside Games has developed and implemented several games and has focused its efforts on creating its own, 2D cartoon rendering engine to recreate an immersive visual experience that resembles a traditional cartoon.

The soundtrack also received special attention, as it was created specifically for the project using the Wwise audio engine so that it could adapt and evolve dynamically, depending on what the player does on the screen. In summary, this is an adventure to be experienced with an audio headset for complete immersion.

Sunnyside Games will offer a number of free updates over the next few months, based on feedback from the community. This is a concept that is close to the heart of the Lausanne-based startup, which always aims to offer an experienced that is designed for gamers, by gamers.

About Sunnyside Games

Sunnyside Games is a young, Lausanne-based startup that was founded in 2013, and which specialises in developing mobile and VR games. Sunnyside Games defines itself, first and foremost, as a mutually supportive, flexible team that is highly motivated to achieve its goals, which include the creation of fun, uninhibited and rewarding experiences, and sharing a worldview that has its roots in the world of animation with the gaming community.

Towaga: overview of features

- Unique graphics that are comparable with an animated cartoon
- Challenges that are successfully met
- 5 temples and two playing modes
- An immersive sound experience
- A system of free updates available over the coming months
- Left-handed mode & 60 FPS

Additional information

The game is available in English and will very shortly be available in several additional languages, including French, Russian, and Japanese

Press contact

Gabriel Sonderegger

Co-founder and press relations manager

E-mail: gabriel@sunnysidegames.ch

Rue du portfranc 9

1003, Lausanne Flon

Switzerland, VD

Website: <http://www.sunnysidegames.ch>

Facebook: <https://www.facebook.com/sunnysidegames>

Twitter: <https://twitter.com/sunnysidegames>

YouTube: <https://www.youtube.com/sunnysidegames>

Vimeo: <https://vimeo.com/sunnysidegames>

Tumblr: <http://sunnyside-games.tumblr.com>

What others have said about us

Le Temps – on “The Firm”

Extract: “The game, which has won this small, Lausanne-based company worldwide acclaim, is called ‘The Firm...’”

<https://www.lemtemps.ch/no-section/2015/02/01/jeux-video-suissees-age-or-commence>

Le Figaro – on “The Firm”

Extract: “The Firm also represents a fairy tale result for the Swiss studio, Sunnyside Games”

<http://www.lefigaro.fr/secteur/high-tech/2014/09/15/32001-20140915ARTFIG00060-un-jeu-pour-se-glisser-dans-la-peau-d-un-trader.php>

Bilan – on “The Firm”

Extract: “The Lausanne-based software publisher, Sunnyside Games, has enjoyed a breakthrough on the international scene...”

<http://www.bilan.ch/techno-plus-de-redaction/lausannois-face-aux-majors-jeu-video>