

"Cosmochoria" Announced for PC & Mac in 2014

Planting seeds, hopping planets and blasting aliens with a cute little naked guy with a jetpack in a new game announced for Mac & PC.

VANCOUVER ISLAND, CANADA — January 29, 2014 — Coming from a background in illustration, web design and as a moderately successful indie musician and record label (*Neferiu Records*) owner since 1999, Nate Schmold's creative abilities combine under the roof of his one-man studio '30/30' to produce his first soon-to-be commercially released game for Mac & PC.

Cosmochoria is a love letter to old-school action / arcade games like Asteroids, Mario Bros. and Donkey Kong, and features a quest to achieve a high score amidst a galaxy constructed of beautiful hand-illustrated vector graphics.

By planting seeds on long-barren planets, a cute little pink naked guy is able to sprout new plant life which in turn provides new seeds to continue the cosmic germination. While seeds are being planted, crisply illustrated cartoon aliens, ufos, robots, dragons and other enemies attack relentlessly and must be fought off either by building supporting towers which automatically shoot them out of the sky—or by using the naked guy's upgradeable sidearm.

With a fresh experimental electronic soundtrack by Ilkae, Zebra and Nate Schmold himself (under his music alter-ego "Mantrakid"), Cosmochoria oozes uniquely cool style.

View the preview trailer here: <https://www.youtube.com/watch?v=BRZHfN3ZOWo>

Cosmochoria is almost halfway to the top 100 on Steam Greenlight in just one week since it was launched, with an upcoming Kickstarter campaign to fund the final stages of development beginning in April. For more information, visit: www.cosmochoria.com

Read more:

Official Press Kit: www.cosmochoria.com/presskit

Web page: www.cosmochoria.com

Twitter: www.twitter.com/30_30

Greenlight: www.cosmochoria.com/greenlight

Genre

Arcade, Action

Platform

Mac, PC

Release Date

Mid 2014

About 30/30

Founded in 2014, 30/30 is a small one-man (Nate Schmold) development studio focussed on releasing original game and music content, and posting reviews and highlights on content within the music and gaming communities that directly influence it. Prior to 30/30, Nate Schmold ran a successful independent record label, "*Neferiu Records*" for 13 years, and uses the knowledge he has gained in running Neferiu Records to establish 30/30 as a new type of content provider, delivering fresh, original music and game content under one roof.

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