

For Immediate Release

Sep 2, 2014

Genre: Arcade, Action

Platform: Mac, PC, and Linux

Steam Early Access Release: September 29, 2014



Cosmochoria prepares for Early Access Launch: September 29th, 2014

Vancouver Island, CANADA – A naked cosmonaut strapped with a jetpack & laser blaster literally sprouts life into a procedurally generated universe—all while confronting angry enemy minions and epic boss battles—in Nate Schmol'd's unique cartoon styled inaugural release, "Cosmochoria". After a successful Kickstarter & Greenlight campaign and months of steady development and community interaction, Cosmochoria is prepared to launch for \$9.99 on Steam Early Access on September 29, 2014 @ 9am Pacific, with a 10% discount the first week.

After a resounding [Kickstarter success](#) where Cosmochoria almost tripled the initial target goal of \$10,000, Nate Schmol'd has been actively engaging, consulting and collaborating with the [vibrant community behind Cosmochoria](#) since May 1st via [semi-regular development Twitch.tv streams](#), [detailed feature updates](#) and his social networking stream [via twitter](#).

All of this has been leading to the official launch of [Cosmochoria on Steam](#) via Early Access where the development will continue to a wider community of fans who want access to steady stream of updates as Cosmochoria continues to build towards the official full release on **Steam** (Mac/PC/Linux) and **Wii U** in 2015.

"Cosmochoria is a sugar shock of sweet arcade fun in a beautifully psychedelic wrapper! Nate Schmol'd's debut game is a labor of love that deserves a wide and appreciative audience." – [Jason Kapalka](#) (Co-Founder of PopCap Games)

"It's a blend of the two genres, combining elements of both with colorful imagery and atmospheric background music to create something fresh." - [IndieGames.com](#)

"One of the most enjoyable portions of the game is simply the relaxing nature of loneliness." - [IndieStatik](#)

"I could drift for days in space, alone, so long as the sequin twirls of distant stars and dreamy synths accompanied me." – [KillScreenDaily.com](#)

Cosmochoria is an Indie Game in development by musician and illustrator Nate Schmol'd (Mantrakid). It features classic arcade style gameplay akin to Mario Bros. & Asteroids presented with a bright, colorful art style and a deeply atmospheric experimental electronic soundtrack by Ilkae, Zebra & Mantrakid. In addition to the initial lighthearted appearance and unique 'frankenstein' gameplay, there are threads of humour, whimsical mystery and depth strung throughout the games universe.

Web: www.cosmochoria.com

Twitter: [@cosmochoria](https://twitter.com/cosmochoria)

Steam: <http://store.steampowered.com/app/293240/>

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