



THE TILE RIDER GAME (<http://tileridergame.com>)

Release dates:

- June 18th 2014 (Windows Phone 7, 8)
- July 29th, 2014 (Windows 8.1)
- June 4th, 2015 (Steam - PC, Linux)
- September 21th, 2015 (iOS - iPhone, iPad)

Monetization strategy: paid (\$3.99)

Tile Rider is a high-speed action game with puzzle, racing and battle elements.

Guide the car avatar through the world made of tiles. Uncover hidden paths, meet friends and outsmart enemies. Each level of the game is a unique tiny adventure.

Player controls the car which can be equipped with weapon and magnet gadget (Gordon's gravity gun analog) which can move objects. In most cases levels can be completed with smart logical solutions but sometimes player has to enter battles.

Key features:

- 35 story-driven levels
- Tile world full of puzzles, friends, enemies and unpredictable circumstances
- Physics gameplay
- Smart AI
- Zombie-cars
- Atmospheric soundtrack
- Gamepad support (Win Store, Steam versions)

Tile Rider is available from:

Windows Store:

<https://www.microsoft.com/en-us/store/games/tile-rider/9wzdncrdbrwq>

Steam: <http://store.steampowered.com/app/356170>

iOS: <https://itunes.apple.com/us/app/tile-rider/id1023848717>

About 7 Soft Pillows:

7 Soft Pillows is a two-man indie game dev team. We started developing small amateur games with Game Maker 4.3 in 2002 for PC. It was fun school time with plenty of ideas and lack of expertise. 2005 - 2011 - years out of gamedev - university, new places and people, job.

In 2012 we decided to reunite and create games using skills acquired in university and at work. Now we are ready to present our first public game - Tile Rider.

Contacts:

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