

# ***PRESS RELEASE – FOR IMMEDIATE RELEASE!***

## **First Ever Boulder Dash® App For Android SmartPhones Released Boulder Dash®-The Collection™ Now On Android Market!**

Chappaqua, New York – October 5, 2011 – First Star Software, Inc. and development partner InstantCom, Ltd. today announce the release of Boulder Dash®-The Collection™ for Android OS SmartPhones on Google's Android Market: <https://market.android.com/details?id=net.instantcom.bdtc>

The very first Boulder Dash® app for Android is a collection of five Boulder Dash games, some sold as in-app purchases, including the well known, much loved, multimillion-unit selling original game from 1984! Now available exclusively on Google's Android Market, the app will be released throughout the world on numerous alternative channels with distribution and co-publishing partners soon to be announced.

Games (cave packs) as well as new FREE caves and other surprises will be released frequently as updates. For \$3.99 players start with the more than 30 caves and 3 levels of difficulty in Boulder Dash®-M.E. Vol. 2. They can then work their way back in time with in-app purchases of the other four Boulder Dash games that will comprise 'The Collection'.

Boulder Dash®-M.E. Vol.1, from 2003, for 99 cents, is the first additional cave pack, also available now for purchase. Close to 1 million units of Boulder Dash-M.E. volumes 1 and 2 have been sold. They were developed by InstantCom, Ltd. and published by First Star Software, Inc. and were the first ever mobile editions of Boulder Dash.

The next three games (cave packs) in Boulder Dash-The Collection will be the caves from: the Boulder Dash® Construction Kit™ (1986); Boulder Dash®-Vol. 2 (1985); and, finally, the game that started it all - Boulder Dash®-Vol. 1 (1984), each as in-app purchases. These cave packs feature the original retro graphics and all of the caves and difficulty levels available in the original Commodore 64 and Atari 400/800 versions.

All games can be played in portrait or landscape using any of 3 user-configured controls, in either 'Classic' or 'Zen' modes (without game clock). All of our favorite creatures and features such as: butterflies, fireflies, amoebas, magic walls, as well as the growing walls and slime from the early sequels are present. Recent games in the series include the tools and power-ups that made them so popular: bombs, hammers and the ability to rotate the cave 90 degrees.

Leaderboards and achievements and other social networking features are supported with OpenFeint. Additionally, a flow of frequent updates with free caves and other surprises are sure to keep players engaged and coming back often for more!

**Press Kit :** <http://bdtc.instantcom.net/download>

**Gamesite:** <http://bdtc.instantcom.net>

**Video Spot:** <http://www.youtube.com/watch?v=eclme1F6kkU>



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<http://www.facebook.com/BoulderDashTheCollection>

About First Star Software, Inc:

Founded in 1982, First Star Software, Inc. develops, licenses and publishes games across all platforms including cell-phones, SmartPhones, Tablets, hand-held devices, home computers and next generation consoles. A privately held corporation, First Star Software's titles are distributed extensively worldwide. For more information please visit <http://www.firststarsoftware.com>

About InstantCom, Ltd.:

InstantCom is a mobile software and service development company founded in 2002. With a pragmatic development approach, InstantCom's products and services cover a broad spectrum. They have developed software for use by individuals while also satisfying the requirements of demanding programs for use by telecom operators. For more information please visit <http://www.instantcom.net>"

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