

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

### **SPECIAL PRICE OFFER MARKS ANDROID DEBUT OF THE ORIGINAL BOULDER DASH®**

#### **1984 Computer Game, Also Released Into Coin-Operated Arcades, Now For Android SmartPhones and Tablets**

CHAPPAQUA, NEW YORK –November 10<sup>th</sup>, 2011: Boulder Dash® (Vol. 1), the original, award-winning, best-seller from 1984 is now available for Android SmartPhones and Tablets as part of *Boulder Dash®-The Collection™*. Featuring all of the original graphics, music and sounds, Rockford™ returns with all 16 caves and 4 bonus intermissions in what many regards as one of the best Atari 400/800 and Commodore 64 games ever made. *Boulder Dash®-The Collection™* also integrates OpenFeint's mobile social games platform to offer real-time social features to the gameplay experience. Players can share their high scores with friends and earn achievements.

To mark this release, the USD 3.99 price for *Boulder Dash®-The Collection™* has been dropped to USD 99 cent for the next 5,000 sold. That price includes Boulder Dash®-M.E. Vol. 2 from 2005. During this special price offering, the in-app purchase price for each additional cave pack is also USD 99 cents. A trailer featuring video clips from the original Boulder Dash, on Android, can be found on YouTube here: <http://www.youtube.com/watch?v=vWssQugs-Nc>

Boulder Dash® (Vol. 1) is the latest of five cave packs released as part of First Star Software's *Boulder Dash®-The Collection™*, developed by InstantCom. In this cave pack, players can select from any of the five difficulty levels; and, for the first time, elect to practice without the pressure of the game clock by selecting Zen Mode as they explore the scrolling caves searching for diamonds while avoiding falling boulders, patrolling enemies, the ever-growing amoeba or becoming trapped as they search for the exit in the 80 different cave permutations.

*Boulder Dash®-The Collection™* consists of three retro cave packs from the 1980's: Boulder Dash®; Boulder Dash®-Rockford's Revenge™ and the caves from Boulder Dash®-The Construction Kit™. The other two cave packs are Boulder Dash®-M.E. (Mobile Editions) Volumes 1 and 2, from 2003 and 2005, which combined sold close to 1 million units on J2ME and BREW.

The three retro cave packs all use the original (retro) graphics, music and sfx, whereas the other two cave packs use updated versions of the graphics, music and sounds as included when the Mobile Editions were first released 8 years ago. All five cave packs support 3 different sets of controls: touch/drag; traditional joystick; and, split d-pad with up/down and left/right arrows on either the left or right side of the display as selected by players for either right or left-handed play. Both portrait and landscape are supported.

Although only recently released on the Android Market, *Boulder Dash®-The Collection™* has already been featured on Game Channel, OpenFeint's highly successful mobile game discovery app, and AT&T GameWorld, AT&T's game discovery app powered by OpenFeint. The game has also caught the eye of numerous SmartPhone manufacturers, leading portals and distribution companies, so look out for more exciting announcements soon.

To learn more about this special pricing offer or *Boulder Dash®-The Collection™* players should visit either the Android Market: <https://market.android.com/details?id=net.instantcom.bdtdc> or the game's site <http://bdtdc.instantcom.net/> . Follow the fun and action on Twitter @RealBoulderDash or on Facebook <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

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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>

**About OpenFeint:** OpenFeint is the largest mobile social gaming network with over 125 million registered users and more than 7,100 games. OpenFeint, Inc. is part of GREE, Inc., the leading mobile social gaming platform in Japan. Game developers interested in more information about OpenFeint and its leading mobile social gaming technology should visit <http://openfeint.com/developers>. Media Contact: Ken Johnston, VSCpr on behalf of OpenFeint, [ken@vscpr.com](mailto:ken@vscpr.com), 415-677-9125

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