



Escapism Entertainment announces release of first title Seeds of Ralark for XBOX

LOS ANGELES, Calif. - April 02, 2013 - Escapism Entertainment released their first branded video game title Seeds of Ralark, a 2D side-scrolling adventure, from creator Chris Riffey. Available for the XBOX 360 via the Indie Games section of the XBOX Live Marketplace, the title can be purchased for 80 Microsoft points or \$1 US.

This is the first title set in the fictional world of Ralark. Players assume the role of a talking lizard known as a Lotong who has been banished from his treetop village home. Using only the Lotong's native abilities, players must navigate the treetops using a combination of problem-solving and controller skills.

"It's not a push button, receive bacon kind of game," said Chris Riffey, Creator and Designer of the game. "In most cases figuring out what to do is only the first part, then you have to execute. The goal was to wrap that difficulty in an experience that feels very organic and flows smoothly. The aiming system uses the entire analog range, the movement of all the objects are physics-based, and there are minimal UI elements. There are no discrete levels or load screens, the player simply navigates through the jungle in a very exploratory way."

More information about the game can be found at www.ralark.com.

About Escapism Entertainment

Officially founded in Los Angeles in 2011, Escapism Entertainment (www.escapismertainment.com) is an independent game development studio operated under the creative direction of owner and founder Chris Riffey. Escapism Entertainment operates as a platform-independent studio, developing engaging entertainment experiences for release on the platform(s) that fit the creative vision of its projects most appropriately.

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