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PRESS RELEASE - TinyMob Games Announces Tiny Realms, the Next Generation of Fantasy Real Time Strategy Games for iPad and iPhone at PAX East 2014

New Victoria-based Games Studio TinyMob Games Announces First Mid Core Strategy Game for iPad and iPhone.

Victoria, British Columbia – APRIL 11, 2014 – Video game studio TinyMob Games today unveiled *Tiny Realms*, an innovative fantasy real-time strategy game for iPad and iPhone delivering the features and innovations that gamers demand. TinyMob Games will be showing the game for the first time at PAX East 2014 in Boston, MA. The game will be available on iPad, iPhone and iPod touch later this Spring.

In *Tiny Realms* players build and govern a fantasy realm, assemble armies and wage war against opposing factions. Key features include a deep, evolving campaign and the ability to directly control units in the heat of battle like a true warlord. Player actions and choices will change the game universe through the alliances forged and broken as one of three playable factions.

- Built on the Unity engine, *Tiny Realms* features deeper gameplay in the style of classic real-time strategy games for iPad and iPhone.
- Now mobile strategy gamers have direct control of troops and the ability to combine and mix units into Warbands for ultimate tactical planning.
- Pushing the boundaries of mobile technology, the game features innovation unique to *Tiny Realms* where player actions will affect the way the game develops over time.
- *Tiny Realms* features a rich and unique take on the fantasy genre with a dynamic universe that will reveal more content to fans over time from launch.

“PAX East gives us the perfect opportunity to connect directly with the fans. *Tiny Realms* is going to redefine strategy games on mobile platforms,” Said Alex Mendeleev, CEO of TinyMob Games. “We’re very proud of depth and quality of the gameplay we have created. It’s combining the very best elements of real time strategy with complete accessibility for a range of mobile gamers.”

TinyMob Games is a team of industry veterans who have previously worked for major studios such as Electronic Arts, Zynga and Microsoft Studios. The team are a group of passionate gamers that include seminal titles such as the original *X-Com* series, *Roller Coaster Tycoon*, *FIFA* and numerous indie projects within its collective portfolio. The three founders of TinyMob Games were also part of the team behind one of the first successful free-to-play Facebook game studios that were later acquired in 2010.

Visit www.TinyRealmsGame.com to see the launch trailer, learn about all the features and join the Inner Realm, the Tiny Realms community.

About TinyMob Games Inc.

TinyMob Games is an independent studio making top quality free-to-play real time strategy games for iPad and iPhone. Formed in September 2013 in Victoria BC, the team closed a \$2M seed round in November and is quickly approaching the launch of their first title this spring. The founders of TinyMob Games were also the team behind one of the first successful free-to-play Facebook game developers in Canada, acquired in 2010.

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