

Media Release embargoed for Tuesday 9th August 2016

Sleepy Mouse© releases on the App Store!

Free to play 75-level puzzle game for iPhone and iPad now available



London, UK 9th August 2016: Looking for a new iPhone game this summer? Well chill your cheese and pick up Sleepy Mouse©, the little mouse who likes to sleep, loves his cheese, but hates to wake up hangry! The new 75-level 2D puzzle game is now available from the App Store.

Sleepy Mouse uses a physics based interface with a pull back and aim mechanism on the cheese, challenging players to navigate obstacles before Sleepy Mouse wakes.

The utterly addictive physics based puzzler launches across all markets as an iOS app for both iPhone and iPad, free to play with no in-app purchases.

Dan Norris, Sleepy Mouse game developer and owner of Start Get Ready©, "Fun, simple, but utterly addictive was my goal with Sleepy Mouse. Something that you can just pick up and play on the go and offers players something a bit different in terms of mobile game physics".

Aim of the game:

- Don't let Sleepy Mouse wake up hangry! Get him the cheese before he wakes!

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Game features:

- Holes in the wall, fridge magnets, alarms and traps will try to steal Sleepy Mouse's cheese
- Make friends with blue cheese if you don't want to leave Sleepy Mouse in a stink!
- Shot complexity maximises scores
- Incorporates Everyplay so you can record levels and show off scores to friends
- Uses Unity Ads enabling players to unlock the next level if they are stuck and come back later. Ads are suitable for all ages

Sleepy Mouse is available to download from the App Store <https://itunes.apple.com/us/app/sleepy-mouse/id1100277247> from Tuesday 9th August 2016.

Sleepy Mouse game music is developed and produced by J Type Music.

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Notes to Editors

Sleepy Mouse game imagery and interviews with Dan Norris, the maker of Sleepy Mouse and owner of Start Get Ready can be made available upon request.

About Start Get Ready©

Start Get Ready© is an independent UK games company. Sleepy Mouse© is set to be the first game to be released by Start Get Ready, August 2016. Dan Norris, owns Start Get Ready. Dan is a French Polisher by day, and solo independent games developer by night!

www.StartGetReady.com

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