

## ABOUT SUPER LIFE OF PIXEL

Join Pixel as he quests through gaming history, teleporting across the most iconic video game systems of generations past. He'll have to jump, dodge and play smart if he wants to survive all the traps, puzzles and enemies waiting to take him down at every turn. Move, think, jump or die is the motto Pixel must live by if he wants to unlock the next console on his historic journey.

Enter into a living, playable museum of video game history. A museum that spans across three decades, featuring 19 historically inspired consoles and over 100 levels to conquer. A museum of sharp things, meanies and free falls - in which you will die. A lot. And the fun's just getting started!

Whether you're nostalgic for these classic consoles or it's your first time experiencing them, now it's your turn to make gaming history!



## FEATURES AND DETAILS

19 historically inspired consoles,  
over 110 levels to conquer, vehicles, power ups,  
console history lessons, original chip tune soundtrack, Platinum trophy  
Special Collection systems: 6 brand new, but totally retro,  
historically inspired consoles waiting to be conquered.  
Reworked balance, taking player feedback into account to create the smoothest,  
most player friendly experience possible.

Price: \$9.99 with cross-buy between PS4 and Vita. Purchase one, own both versions.

Available on: PS4, PS Vita and Steam

Owners of the original Life of Pixel on Steam will be upgraded to Super Life of Pixel for free.



## WHITEMOON DREAMS ( PUBLISHER ):

Los Angeles based WhiteMoon Dreams is comprised of veteran developers from senior roles at Insomniac, Activision / Infinity Ward, Capcom, Electronic Arts, Microsoft Games Studios, Sony Interactive Entertainment, and several other high-profile studios.

A fiercely independent family of passionate developers, all working to harness technology and bring amazing experiences to life. Whitemoon Dreams is led by a core group with more than 100 years of industry experience, contributing to premier franchises.

*An example of some of our talent:*

**Jay Koottarappallil** – Ratchet and Clank, Resident Evil, Mortal Kombat, Resistance, Medal of Honor

**Scott Campbell** – Fallout, God of War, Killzone, Neopets, Myth

**Rusty Buchert** – Descent, Star Trek, Flow, Flower, Linger in Shadows, Dungeon Master, Everyday Shooter, The "Father of PSN"

**Christian Phillips** – Project Gotham Racing, RalliSport Challenge, Forza Motorsport, MLB The Show



## SUPER ICON ( DEVELOPER )

Super Icon's aim is to make great games; games people enjoy playing – original unique ideas with cool gameplay and a positive user experience.

They develop and publish original games on PC, console, mobile and handhelds.

The Super Icon team has developed and released over 30 games for a number of platforms including PS4, WiiU, Wii, PSVita, iOS, KindleFire, Android, Mac & PC – along with older systems including Game Boy Advance, Game Boy Color, PS2 & PSP.

Super Icon is Richard Hill-Whittall, Head of Development and Steve Howard, Head of Tech – with additional support from a number of talented freelancers.

Titles include: Super Life of Pixel, Life of Pixel, Best Buds vs Bad Guys, Vektor Wars, Brick Break Blitz, MegaBlast, Indoor Sports World and more.



**CONTACT**  
**[pixel@WhiteMoonDreams.com](mailto:pixel@WhiteMoonDreams.com)**