Kitty Scratch 2 - Episode 1

Did you ever wonder what your cat does when you do not see? Then meet Graffiette, a nice but naughty kitten who likes to destroy all the furniture and objects where she lives.

November 20, 2013 - **PlaySys** is pleased to present **Kitty Scratch 2**, a fun family game that is focused on the adventures of *Graffiette,* a kitten very pretty but with a small flaw: she loves to scratch and destroy everything in the house. Because of this ruthless tendency to disaster, Graffiette does not stay long in one flat and has to move from one owner to another looking for someone very patient in the fictitious city of Baguette. Kitty Scratch 2 combines exploration of small 3D environments, time management and a bit of strategy skills, and its first episode is launched on the **App Store** and **Google Play Store** in November 2013 (the second and the third episodes will follow shortly as well).

Luca Deriu, founder of PlaySys: "*The first version of Kitty Scratch was a simple, linear and two-dimensional experiment, one had to scratch as fast possible and nothing else. In the second chapter we have invested more resources in order to create a more effective gameplay and to construct a lively and visually pleasant interactive game environment*".

Game Modes:
One perfect sunny morning the door-bell of Joel Parroseaux's apartment rings. The student can't resist Graffiette's charm and takes home the kitten with huge eyes. And here the story begins... The goal of the player (who has to embody the cat) is to destroy all the objects at home using a predefined number of scratches renewed every 12 hours and increased with the help of hidden bonuses and minigames. But beware: it's very important not to be noticed and heard by the owner. If the scratching actions are too load the cat gets in punishment. The player controls Graffiette through the touch screen. One can explore the home environment and choose the furniture to destroy. When the cat is near to "scratch-able" elements, the player can select a proper type of

attack and then click on the object to scratch it. Every object has it's own strength and therefore the player has properly to plan his strategy to use the scratches available for the day, to create the maximum damage and not to be caught by the owner.

Kitty Scratch 2 is perfect for short-time game sessions and is targeted specifically for young and very young casual gamers who have access to smartphones and tablets. The game is ideal as a family game and entertainment for children, because although having an active and dynamic atmosphere, it does not support violence of any kind, has a visually pleasant cartoonlike 3D-environment and moreover does not provoke the risk to develop an addiction due to the limited amount of scratches available for the cat.

Other features of the game:
• Kitty Scratch 2 is divided into several episodes that will be released once per time.
• Each episode introduces a new game environment, new characters and new minigames.
• The home environment proposed by Kitty Scratch 2 is dynamic, and the behavior of the characters is affected upon time of game session.
• One of three types of cat's attack can be chosen – the efficacy depends on the characteristics of the objects to interact .
• New looks for the cat can be unlocked at the Extra section .
• The game has and original soundtrack that enriches the playing experience.
• The game offers an introduction and quality illustrations in cartoon style.
• All the Kitty Scratch 2 environment was carefully created by a professional interior designer.
• iOS version of Kitty Scratch 2 supports Game Center to follow one's progress and compare the results with other players.

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PlaySys is an agency of development and research in 3D computer graphics. It is based in Milan and operates in Italy and abroad in the field of game development, training and publishing. The agency has already worked in the field of gaming thanks to a previous version of the App *Kitty Scratch*, and collaboration with the *National Museum of Science and Technology "Leonardo da Vinci"* in Milan, for which *PlaySys* designed and developed *"Steel Hero"*, a video game hosted by a permanent section of the museum. *PlaySys* also constantly participates and supports main events related to the game development topic.

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