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**CREATIVE ENGLAND ANNOUNCES GREENSHOOTS COHORT**

Partnering for the third consecutive year, Creative England and Microsoft have today announced the latest group of studios to be chosen for the Greenshoots programme.

The range of innovative game ideas include a top-down open world stealth game, indie puzzlers, a cooperative horror game and an intense first person action survival game based on a windswept Hebridean island.

The Greenshoots initiative supports the best up and coming studios from across the country to develop their ideas and ultimately start to build a business (see notes to editors for full details of studios and their games).

Based all over England, the studios will receive up to £50,000 from Creative England to develop their Intellectual Property (IP). They’ll also get developmental support from Microsoft, enrolment onto the ID@XBOX programme and Xbox One development kits.

Previous cohorts include:

* Pixel Toys who were selected to provide an on-stage demo at the seminal Apple conference in San Francisco
* Pixel Squad, whose debut game received in excess of 75,000 downloads on the day of release
* Mad Fellows, whose game Aaero was named in the top three indie games at EGX 2015

**Creative England’s Director of Content, Solomon Nwabueze, said:** “This latest group of Greenshoots represents some of the best micro studios from across the country. We know great games can be made outside of London, and it’s our remit to give them what they need in order to be not just a great idea – but have that market impact factor too.”

“The ID@Xbox team is committed to helping the English development community. Working with Creative England on the Greenshoots programme allows them to access funds to help turn an idea into gaming reality and then, ultimately, reach a global audience,” said Agostino Simonetta, ID@Xbox Regional Lead, EMEA.

The next round of Greenshoots will be launching soon. If you’re a small studio interested in this programme please email gameslab@creativeengland.co.uk.

**\*\*ENDS\*\***

For media enquiries please contact press@creativeengland.co.uk / 0161 713 3721

**NOTES TO EDITORS: ABOUT THE CHOSEN STUDIOS**

**FALLEN TREE GAMES, Nottingham**

Fallen Tree Games are an independent studio, set up in 2012 by Joe Moulding and Lewis Boadle, and located in Nottingham. Joe and Lewis both began their careers in the console gaming industry at Free Radical Design.

Since forming Fallen Tree Games the team have developed several mobile game titles; including Quell (Featured of the App Store & Starbucks’s ‘App of the Day’) and Swapperoo (5\* Review on Touch Arcade).

Fugitive is a top-down, open world, stealth game. You are on the run after being wrongly convicted, and must find ways to evade recapture in an open world rural environment. First things first - get to a river to put the dogs off your scent. Find a change of clothes - from a washing line will do for now. You can worry about food later once you've put some distance between you and the search party. Avoid human contact where possible, but if you do need to talk, just be careful - if they've seen the news, they'll be suspicious!

Release Info: Fugitive will be released in 2017 on Xbox One.

**TOXIC GAMES, Bristol**

Toxic Games is an award-winning independent game studio based in the UK. The studio’s debut title, Q.U.B.E. was the first Indie Fund game to be released back in late 2011, which achieved commercial and critical success. Since then, Toxic has released Q.U.B.E. Director’s Cut on all major consoles and work on Q.U.B.E. 2 has begun.

Q.U.B.E. 2 is the sequel to 2012’s award-winning indie puzzler, Q.U.B.E. New challenges and conundrums await the player as they find themselves within another cubic structure. Driven by a rich narrative, innovative puzzles, a broad range of gameplay mechanics and support for virtual reality, Q.U.B.E. 2 aims to freshen up with new ideas.

Release Info: Q.U.B.E. 2 will be available via Windows 10, Xbox One & PlayStation 4 on 31st March 2017 (TBC)

**BURNING ARROW, Cornwall**

Burning Arrow is an independent studio, set up in 2014, and located in Penryn, Cornwall.

The studio is made up of 4 Directors, who met whilst completing an MA in Entrepreneurship:

The Other 99 is Burning Arrows first title, and so far the project has been supported via the Falmouth Launchpad Games programme.

The Other 99 is an intense first person action survival game set on a windswept Hebridian island. As an ordinary person going about your daily life, you are kidnapped, waking on an island with nothing but a single note that reads ‘the only way off the island is through the other 99’. Players will be forced to make moral decisions as they do whatever it takes to survive. Do you accept the challenge given to you: to fight to be the last person standing and risk losing every ounce of your humanity? Or do you refuse?

On the island you aren't the only one to have been taken. Every person on the island has an individual personality which will adapt and change depending on what they witness throughout their time on the island. A person who has had to kill multiple people will be harder to kill possibly even insane as each kill drags them further away from the person they once were.

Release Info: An ‘Early Access’ version of The Other 99 will be available via Windows 10 in August 2016 and Xbox One and PlayStation 4 in 2017.

**SEMAEOPUS, Essex**Semaeopus are an independent studio, set up in 2014, and located in Essex. The studio is made up of developers Pontus Schönberg, Rich Metson, and Harry Rose.

Off Grid is a 3rd-person stealth game about whistleblowing and data privacy. Instead of using weapons to reach their objective, the player hacks characters and the game environment by having access to tools that visualise the networks around them, and allow the player to manipulate and interact with the data on those networks.

All the data - and privacy - related tools are based on real-life technologies. The player might use her phone to decrypt nearby data, find an email from which she learns one of the guards in the building is a coffee addict, then choose to send that guard a new message with coffee advertisements to get the guard to leave his patrol and go for a coffee break instead. Guards’ security clearance can be tampered with, distracting them and then locking them in or out of rooms, patrol drones can have their routes hacked and altered, telephones can be hacked or pranked for personal data or distraction, and nearly every electronic device can send or receive data, be hacked, or scrape data. In the world of Off Grid, privacy is dead.

Release Info: Off Grid will be available for Windows, Mac, and Linux devices in 2017.

**COATSINK, Sunderland**

Coatsink, based in the North East of England is an independent studio most renowned for its Esper games, which are available on the Samsung Gear VR store and Oculus Rift.

Vantage point is an asymmetric cooperative horror game. Working in two-man team, fast communication and perfect execution is key to both players’ survival.

Release Info: Vantage Point is launching on Windows 10 Q1 2017 and coming to Steam and VR Platforms later in 2017.

**SUPERGONK, Guildford**

Supergonk is an independent game developer, based in the vibrant creative hub of Guildford, Surrey. The team has over 15 years of top-flight game development experience at studios such as Codemasters, Bizarre Creations and Lionhead. They are joined by a BAFTA-award winning Art Director. Having shipped several mobile titles with over 25 million worldwide plays, the Supergonk team are now focused on delivering an extremely high-quality, innovative new futuristic racing title for consoles.

**Sketchbook Games, Colchester**

Sketchbook Games is an independent game developer working on their debut title, Lost Words, with multi-award winning games writer Rhianna Pratchett (Overlord, Heavenly Sword, Rise of the Tomb Raider). The game has already won awards for Best Story, Most Creative and Best Indie Game at Game Connection 2016 as well as Best Game of the Show at Intel Buzz 2016.

Lost Words is a unique 2D exploration game that takes place between the pages of a girl's diary and a rich fantasy land. The game sees the player interacting with many different words to solve puzzles and explore the fantasy world. It ties the story into the gameplay in a unique way, by having the player stand on and interact with the diary words themselves.

Sketchbook Games have also received a development grant from the Wellcome Trust for the project. The team work remotely with some members based in The Games Hub in Colchester, which is run by Shark Infested Custard. The Sketchbook Games team have over 30 years of combined game development experience from working on projects including Harry Potter and the Order of the Phoenix, Battlefield 2 and Fable 2.

Release Info: Lost Words will be available on PC, Mac, Xbox One & PlayStation 4 in 2017