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*Music based puzzler Chime comes to PC and Steam with exclusive content donated by Valve for Charity game initiative OBG.*

**Brighton, UK, August 2010** – Today, Zoë Mode announced the move of the well received Xbox LIVE<sup>®</sup> Arcade for Xbox 360<sup>®</sup> puzzle title **Chime** to Windows PC through the Steam<sup>®</sup> platform.

As well as including all the great tracks, fiendish levels and modes from the XBLA version, Chime on Steam<sup>®</sup> will have a wider range of controls suitable for PC and an exclusive 6<sup>th</sup> level based on the track 'Still Alive', written by Jonathan Coulton for Valve's hit game Portal.

"Due to the critical success of Chime, we wanted to bring the title to other platforms and to continue the franchise" says Ed Daly, General Manager of Zoë Mode. "Supporting OneBigGame is very important to us. Thanks to Valve's donation of the 'Still Alive' track, we have been able to create exclusive additional content, making the Steam version of Chime a unique experience that we hope will be particularly appreciated by Portal fans."

Director of OneBigGame, Martin de Ronde said "Next to being extremely excited about this new extension of the Chime franchise, we are extremely grateful for them extending the links with OneBigGame's charity efforts beyond the original game for Xbox and donating again to our initiative. Once again it was a pleasure to work with Zoë Mode on this and we're confident the game, with the additional level, will delight fans of Chime."

5% of all royalties of Chime for Windows PC will be donated to OneBigGame. 100% of the proceeds from the Xbox LIVE<sup>®</sup> Arcade version of Chime for Xbox 360<sup>®</sup> have already benefited OneBigGame since the game's release.

Chime is available on Steam<sup>®</sup> from the start of September 2010 priced at 6.99 GBP (check Steam for additional currency prices). For more information, please visit <http://store.steampowered.com/app/62100/>

Chime is still available on Xbox LIVE<sup>®</sup> Arcade at the price of 400 MS Points. For more information, please visit <http://www.xbox.com/en-GB/games/c/chimexbla/>.

For more information about Chime in general, please visit [www.chimegame.com](http://www.chimegame.com)

**About Chime**

Chime is an addictive block puzzle experience with a clever musical twist. Players must place pentomino-shaped blocks together to form quads and by doing so, cover an underlying grid. As players work towards solving the puzzle against the clock, their actions reform and remix the music tracks. Every piece placed plays a note, every quad created triggers a musical phrase and as the coverage grows so does the backing track. The original Chime on Xbox 360 contained music from acclaimed artists; Moby, Paul Hartnoll (Orbital), Philip Glass, Fred Deakin (Lemon Jelly) and Marcus Schulz, all of whom donated their work to the charity initiative.

### **About Zoë Mode**

Zoë Mode make games that are accessible; simple, social games that are effortlessly fun but don't take themselves too seriously. Based in Brighton and San Francisco, Zoë Mode's diverse work force is unified by its attitude to gaming. Zoë Mode believes that games are powerful ways of bringing people together; that there is more to life than gaming, but that gaming can make life better; and strongly believes that there is a game for everyone. Zoë Mode is part of Kuju Entertainment Limited.

All of Zoë Mode's services are provided at no cost to OneBigGame, and a percentage of Zoë Mode's royalties (5% percent of the purchase price of the PC version) are donated to OneBigGame. To learn more about Zoë Mode, please visit [www.zoemode.com](http://www.zoemode.com) or contact [anna.morris@zoemode.com](mailto:anna.morris@zoemode.com) / T: +44(0) 1273 573600.

### **About OneBigGame**

OneBigGame aims to raise funds to help solve problems afflicting children around the world. The nature of these problems can be diverse, but the kind of projects OneBigGame supports will always revolve around a structural improvement in children's lives, expanding their opportunities in life.

OneBigGame raises funds by publishing games kindly donated pro bono by established names in game development, in conjunction with support from the development community as a whole. The games will be published on the dedicated games portal OneBigGame.org, as well as through a variety of PC and console download channels.

OneBigGame always aims to donate a minimum of 80 percent of all donations to its charity partners Save the Children and Starlight Children's Foundation. To learn more about OneBigGame, please visit [www.onebiggame.org](http://www.onebiggame.org).

### **About Steam**

The leading online platform for PC games and digital entertainment, Steam delivers new releases and online services to over 20 million PC users around the world. For more information, please visit [www.steamgames.com](http://www.steamgames.com).

### **About Valve**

Valve is an entertainment software and technology company founded in 1996 and based in Bellevue, Washington. For more information, please visit [www.valvesoftware.com](http://www.valvesoftware.com).

