

Upcoming Kickstarter SmashET is an Anxiety Relieving Breakout Game

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PRESS RELEASE

BASINGSTOKE, England – June 26, 2018
Winsche Studios announces the next great gaming experience, under the title of smashET. Unlike any other video game, smashET is uniquely designed to provide hours of engagement and stimulation, together with anxiety relieving monaural beats. Winsche Studios simultaneously is launching a [Kickstarter](#) campaign on 02/07/2018, utilizing crowdsourcing to help bring smashET to the world.

Based on innovative engineering and design concept, smashET successfully addresses the problems faced by today's society. [Recent studies carried by Leila Chaieb](#) and colleagues for the US National Library of Medicine found that monaural beats are more effective than binaural beats.

“Responses for the individual beat frequencies, positive effects on state anxiety were observed for all monaural beat conditions compared to control stimulation,” the report reads.

First time in gaming history developer introduces features that have been scientifically proven to help reduce anxieties. Unmatched mix by most other games on the market.

smashET boasts several breakthrough features:

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Leila Chaieb

- Monaural Beats – 5 times more effective than binaural beats, will help relieve anxiety
- Remastered Classic – the game inspiration was Apple founders, Steve Jobs and Steve Wozniak's first game made, Breakout. Together with Breakout mechanics, the characters designs are influenced by the Angry Birds
- 5000 Gameplay Scenarios – state-of-the-art AI will be

responsible to learn players game playing skills and adapt difficulty accordingly

- Scalability – due to the game nature and its flow, smashET will be available on mobile, Xbox, PC



Poster promoting Kickstarter and smashET

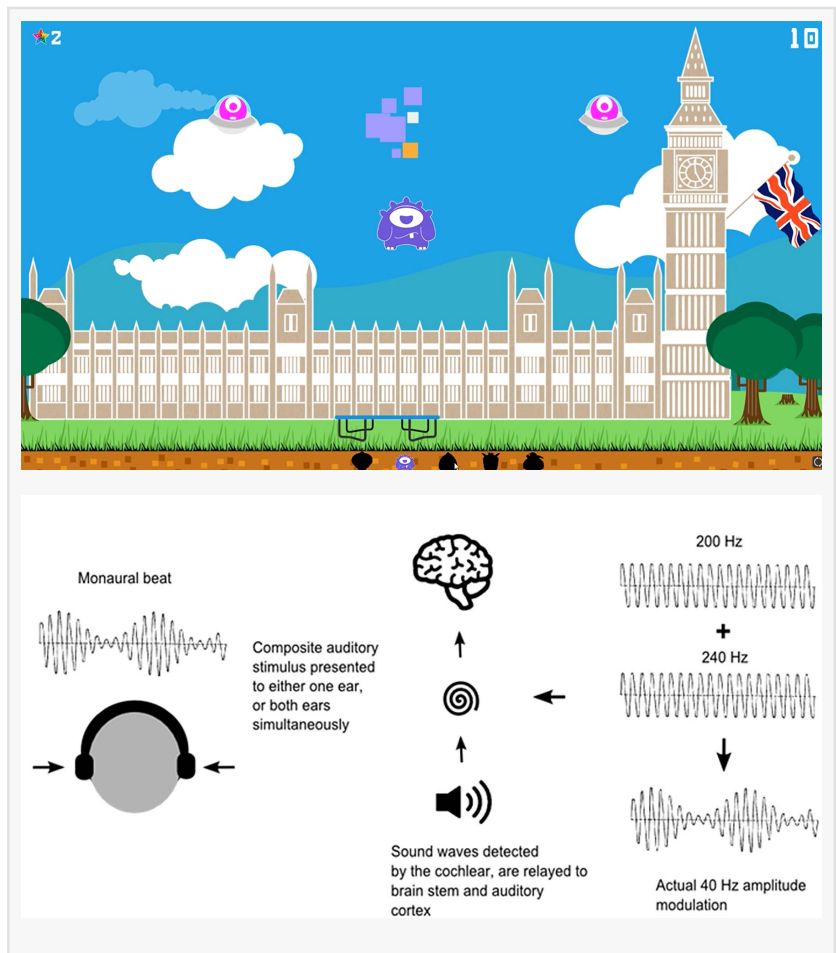
smashET is a 2D action-adventure that features hostile alien invasion on Earth. Players sends cute monsters up with a movable trampoline with aim to deliver as much damage to alien spaceships. The end goal is to save all of the 100 landmarks and destroy all spaceships.

Adam Winsche, funder said, "Kickstarter is the ideal platform to launch our first game, smashET. The title is aimed to serve society and what better place for that than Kickstarter. This is new, innovative product, new company and new way to help people suffering from anxiety. By supporting the campaign, people will be a part of something monumental."

smashET will launch in September 2018 on PC, iOS and in October 2018 on PS4 and Xbox and then Android in mid-2019.

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