

New Challenger on the App Store

The Swedish company ZOZO Games has just introduced their new puzzle ZOZO Bugs to the App Store

At ZOZO we are making “Games for the rest of us”. It’s about games for people who don’t have the time or will to learn advanced mobile games. If you can’t learn how to play in 10 seconds, we think the barrier of learning is too high. Our first game ZOZO Bugs is a puzzle in the category of falling objects. The Best-known game in this category is of course classical Tetris. We wanted to make a game as fun as Tetris but with a smother “flow sensation”. Now we are proud to introduce a game that pushes the category forward. ZOZO Bugs is offering a strong puzzle-idea with really pretty graphics and a great soundtrack.

We have seen beginners learn the game in seconds and then quickly develop their skills as their playing. For the higher scores, multiple level thinking and speed is necessary.

A keyword in the development process has been “analog”, we wanted to take a step away from the traditional digital computer game feeling and make something more natural. To make this happen all music were recorded with real instruments and the sound effects were made with physical objects. The game graphics with beautiful organic designs on a wooden background also strongly add to the analog feeling.

“We wanted to make a game, as fun as Tetris but with a smother “flow sensation”.
Marcus Fransson (Founder ZOZO Games)

“If you can’t learn a game in 10 seconds, we think the barrier of learning is to high. ZOZO is about games you learn quick but enjoy for a long time.”
Marcus Franson (Founder ZOZO Games)

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