

PRESS RELEASE

1 July 2011

Project Mimicry, the ultimate sandbox game by Monobanda.

UTRECHT – The independent game makers at Monobanda have taken the term ‘sandbox game’ literally. In Mimicry you shape your world by digging in the sand.

Monobanda has created a sandbox game with real sand, in which up to four players at a time control a ball that can roll around, jump and glide through the Mimicry world. Tiny virtual characters roll around in the sandbox. You can build obstacles for them or create a racetrack.

Rules do not exist, there is no point system. This means you create your own games. According to the makers, the game can be compared to a schoolyard, and is best described as a digital sandbox. The environment in which you play exists in both the virtual and the physical world: a landscape is projected on real sand.

Monobanda’s Simon van der Linden says: “With Project Mimicry we are researching the magic of play.” About the title: “Mimicry is another word for mirroring behavior and looks. When people imitate each other, playful situations automatically emerge.”

Within the sandbox you create your own world. When you make a mountain of sand, this mountain also appears in the digital world. When the mountain is high enough, snow appears on its peak. And if you want a fresh country lake just dig a hole.

Simon: “We have only scratched the surface of what is possible with Mimicry, and we are looking for companies who are interested in exploring those possibilities with us.”

** Mimicry is supported by the Dutch Game Fund.*

About Monobanda:

Monobanda is an independent game company founded by five young artists. They are committed to finding new and playful ways for creating gameplay and interaction.

For more information:

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