



C O S M O P H O N Y

IS BEATING ON Wii U™!

Sophia-Antipolis (France)

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Adapted and ported to Wii U by **Moving Player**, the musical rail shooter "**Cosmophony**" originally developed by **Bento Studio** arrives on **October 30th** on the **Nintendo eShop in Europe and the Americas!**

In a quality musical and graphical environment, this **intense rail shooter** will test the **reflexes** and **listening** skills of the player. He will have to find his way in the levels built around the **Drum&Bass beats** of [DJ Salaryman](#).

While gradual, the difficulty level of **Cosmophony** makes it a pure and extreme arcade title, designed for Gamers with a G. Up to now, only two players have achieved the last level on mobile devices... Who will be the next challenger on console?

Discover soon a powerful new gaming experience that is uniquely satisfying :

- Constant 60+ fps
- 1080p stunning graphics
- 100% DnB soundtrack created especially for the game
- A real arcade challenge for true Gamers
- A juke-box mode where you can « relax » and listen to the hard earned soundtracks

For any further information, review code, interview of **Moving Player** and **Bento Studio** please contact us through cosmophony@movingplayer.com. Stay informed on **Cosmophony** via our website www.movingplayer.com, our [Facebook](#) page, our [Twitter](#) account and discover the game trailer on our [Youtube](#) page.

Read you soon!

***Moving Player** is a video game studio specialized in development and publishing of console games. It already has a portfolio of several titles on Nintendo 3DS™ and Wii U™ published in America, Europe and Japan. Moving Player started sharing its console experience with several Indie studios to work on the adaptation, port and publishing of their flagship titles to console, several of which will be announced shortly on Nintendo and Sony platforms.*

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