

About CarneyVale:Showtime

"CarneyVale: Showtime" is a spiritual follow-up to "Wiip," a game developed by a team of U.S. and Singaporean students in the Singapore-MIT GAMBIT Game Lab¹ summer 2007 game development program. In "Wiip," players wielded training whips as ringmasters in the circus world of CarneyVale.

In CarneyVale: Showtime, players return to CarneyVale as a circus acrobat performing acrobatic tricks and death-defying stunts through increasingly complex arenas. Players can manipulate a wide variety of props to guide an acrobat through a circus arena, including trapeze-like grabbers and flying rockets. Points are collected by bursting trails of balloons and performing special acrobatic tricks; players can earn star ratings for completing level objectives and rising up the ranks. The game includes 12 un-lockable achievements, 18 regular levels and a built-in map editor with nine slots for players to share custom maps with family and friends.

"CarneyVale: Showtime" was developed by a group of Singaporean students from the Singapore-MIT GAMBIT Game Lab namely Bruce Chia (programming), Hansel Koh (programming), Lee Fang Liang (programming), Adrian Lim (programming), Desmond Wong (artist/games designer), Joshua Wong (assistant producer), and Guo Yuan (audio).

The game has recently beaten 350 entries from around the world to win the top prize of US\$40,000 at the 2008 Microsoft XNA Dream-Build-Play competition. It is also the first Made-in-Singapore game to be published on the Xbox Live Community Games Channel. For just S\$8 or 400 Microsoft points, millions of Xbox gamers in the world will be able to purchase and enjoy an award-winning game made in Singapore.

¹ The Singapore-MIT GAMBIT Game Lab is a five-year research collaboration between the Massachusetts Institute of Technology and the Interactive Digital Media R&D Programme Office hosted by the Media Development Authority of Singapore. The collaboration is supported by the National Research Foundation (NRF) with the aim to address important challenges faced by the global digital game research community and industry, with a core focus on identifying and solving research problems using a multi-disciplinary approach that can be applied by Singapore's digital game industry.