



# Cards of Fate

## Inclusive and meaningful entertainment

**Zürich (Switzerland), March 2020** – “It’s a very personal story about the feelings and experiences as a member of a minority.” Tabea Iseli, Project Lead of AVA the tarot puzzle game on iOS and Android, considers the way entertainment can convey a meaningful message.

AVA broaches issues of gender, discrimination and prejudice. The narrative was born from personal experiences of the team. “AVA is a story about diversity” Tabea explains, “and when you look a little deeper it’s about the feelings and experiences as a member of a minority”. AVA aims to provide a subtle education through sharing minorities’ experiences in AVA’s narrative.

It’s the kind of story you’d hear at a campfire, a fairy tale or a legend that lives in the hearts and minds of those who tell it. The player follows Ava through her highs and lows of simply being born into a landed family and its assumed expectations, her destiny decided by the player from the turn of cards in-game.

Each level of AVA features a unique, breath-taking interactive illustration waiting to be solved. Each tarot card is a detailed, hand-drawn and custom-tailored to the game’s touching narrative. These Cards of Fate are collected with each solution and, reminiscent of life experiences, can be used to help the player solve later puzzles.

“Our goal from the start was to make AVA something a lot of people can relate to” Tabea explains her choice of showcasing a variety of artists while maintaining a strong AVA-style. In spotlighting talented artists of different races, genders and cultures AVA strives to inspire the careers of females and other minorities.

AVA’s best chance at growing is by hearing the opinions of more people who identify with minority groups. Dive into this soulful story about fate, growth and transformation and share your experiences with Tabea.

Download AVA Chapter 1 on [iOS](#) or [Android](#).

### About Stardust:

We’re a small indie game studio from Zurich, Switzerland. Development lead Tabea Iseli studied Game Design at the Zurich University of the Arts. Along with Dominik Wolfinger who wrote the story of AVA, and Dragica Kahlina’s music and SFX; Stardust is an award-winning studio leading the industry in innovative and thoughtfully selected experiences for users of all ages, gender and interests.

Press Contact: Lauren Moses

Email: [info@stardust.ch](mailto:info@stardust.ch)