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**WHITETHORN DIGITAL LLC Announces Release Date for Beans: The Coffee Shop Simulator**

**Grove City, PA (May 16, 2017) –**

Independent game development firm Whitethorn Digital LLC has announced a July 1 release date for its Kickstarter-supported game *Beans: The Coffee Shop Simulator*.

Beans is a zany, narrative-driven pixel tycoon game in which players can run their own coffee shops, research crazy recipes, and build a coffee shop empire. Silliness soon ensues as players must also solve the mysterious murder of coffee magnate Peaburry Coffeebottom. Will Ruby Acee prevail as barista supreme? Will the rancid bagel-cino become the hottest new craze? Manage your way through six unique locations and over two-hundred stomach churning coffee abominations to find out!

“My first goal in making Beans was to really let a lot of the bad dad-puns and zaniness out from inside my head, and inflict them on players.” Said developer Matthew White. “I’m really a creative mess, and when I’m not making something, I start to get antsy; it’s games-as-therapy. Beans has been a joy to make, and it’s my hope that that will translate into being a joy to play. Fingers crossed.” He continued; “I’ve had a lot of great help. My best friend Matt Daye took point on writing our story and a lot of our dialog, and my wife Katie has been a constant source of support, as well as a great help in localizing the game, and building our social media presence.”

Developed with Construct 2, Beans is based in Javascript, and so will run on most platforms, and is intended to support PC, Linux, and Mac at launch. The game is slated to release for $4.99 USD or equivalent local currency coming July 1, 2017 on Steam, Itch.io, Game Jolt, and the Humble Store. More information can always be found at [www.coffeebeansgame.com](http://www.coffeebeansgame.com)

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**About Whitethorn Digital, LLC**

Whitethorn Digital is a game development and consultation firm based in Grove City, PA. Its managing director, Dr. Matthew White, is a career game developer, with over ten years of independent game development, game academics, and AAA development. Whitethorn primarily develops games for the PC, and Beans will be its first full release.