

CONCRETE JUNGLE – A CITY PLANNING DECK-BUILDING GAME

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September 15, 2015 – Stroud, UK – ColePowered games LTD. has announced a release date of September 23rd for the upcoming genre-mixing PC game 'Concrete Jungle' .

Concrete Jungle is a new take on the city building genre that swaps micro-management for a more strategic and puzzle-orientated style of city planning.

You have a deck of selected cards which you can use to place buildings. Each building will affect it's surroundings in different ways. The aim of the game is to clear city blocks by gathering the required number of points from your residents, giving more room to build. As the city grows, bigger and better new buildings can be added to your deck!

As you get opportunities to hone and refine your deck, residents will demand more from you. You'll find yourself inadvertently creating zoning puzzles- playing against your own past planning decisions.

Alternatively engage in competitive city planning against challenging AI or local players. Take it in turns to place buildings in the same city and battle over the affection of your citizens!

Concrete Jungle was successfully 450% funded through Kickstarter in November 2014.

The game will be released for PC on September 23rd 2015, through Steam and Itch.io for \$15.99/£11.99 with a launch discount of 10%.

ColePowered Games LTD. is the company name for one-man developer Cole Jefferies' creations. Visit online at <http://colepowered.com>.

Press info: A Press Kit with downloadable media can be found at:
<http://press.concretejunglegame.com>