



SPLIT



Now in Early Access on the Steam Store

Split is a beautifully minimalist puzzle game where players must divide themselves to explore, solve and create. In Split, you take control of a cube, which has the ability to break up and split into smaller cubes. Using whatever cubes you have at your disposal, you must try to solve puzzles to reach the door at the end of the level, bringing as much of yourself with you as possible.

The game was originally created as a second year group project in response to a classroom brief as part of a Game Development programme. Due to the overwhelmingly positive feedback the project received from both faculty and the student's peers, the five students involved in the project decided to create an indie games studio, Itsfine.

"We have been absolutely thrilled with the success of Split on a gaming platform which is usually considered the first step for a developer's establishment", Itsfine team.

In October 2015, the prototype for Split was submitted to Steam Greenlight and received a wonderful response from the Greenlight community. Titles listed on Steam Greenlight are typically selected based on the recommendations of Steam community members, who provide feedback on the initial concepts and whether they want the game to be further developed into a game.

"Split not only managed to reach the Top 100 games list in little over two days, the top 20 in six days, but it passed through the entire Greenlight process in just 10 days" said the team.

"The amount of support and feedback from the games community, both in New Zealand and overseas, has been incredible and has enabled us to make a commercially viable game in such a short period of time.", Itsfine Team.

Media Design School Studios, the first accelerator of its kind in New Zealand, offers select group of students who are studying in the field of Game Development (Game Art or Game Programming) the unique opportunity to take their game prototype or concept.

Programme Director Jackie Young says, "The success of Split gives evidence to the fact that New Zealand game start-ups, no matter how small, have the potential to create viable commercial exports that will resonate with audiences overseas."

"We are delighted with the hard work that Itsfine have put into developing Split, their dedication has certainly paid off and we look forward to seeing what other titles Itsfine devises" concludes Young.

Split is available now on Steam for \$9.99 USD.

Purchase the game on the Steam Store: store.steampowered.com/app/444860

Find out more: www.itsfine.ga