



## FACTSHEET

### TITLE

Mombari—The Journey is the Reward

### GENRE

Puzzle/Adventure

### TYPE

Casual

### WEBSITE

<http://www.mombari.com>

### DEVELOPER

Software 7 GmbH

### PUBLISHER

Software 7 GmbH

### PRESS CONTACT

stephan[at]software7[dot]com

### PLATFORMS

iOS (iPhone / iPad)  
Windows Phone 8

### RELEASE DATES

August 2013 — WP8  
December 2013 — iOS

### PRICE

USD 1.99

*A game that's a little bit different...*

## Mombari—The Journey is the Reward

### The Story

A powerful wizard threatens Mombari's village. To save the day, Mombari must gather all the magic rings in an immersive 3D fantasy world...while avoiding the wizard's traps! A magic map is Mombari's friend; ghosts his enemies. But to find his way without touching a ghost or becoming trapped in a dead end street, Mombari must use all his cunning...

*You don't need to tilt at windmills...*

### How to Play

Tilt your Windows Phone 8 to move Mombari through 3D worlds while collecting magic rings along the way. Avoid touching ghosts or neutralize them with the magic wand. Only when all the magic rings have been gathered and he reaches the exit will Mombari be taken to the next stage.

*Keep it simple...*

### What is different?

The aim was to create a clear and concise game; to display only necessary data; to play without time limits. To neutralize ghosts, it is sometimes better to remain in a prime position for a moment before continuing. If Mombari is irreversibly trapped, the player must recognize the situation itself and press Restart.

*'Colors, like features, follow the changes of the emotions' —Pablo Picasso*

### Features

- One training-world with hints
- Three 3D fantasy worlds
- Five levels in each world
- Traps, dead end streets, teleporters, sinking footbridges...
- Magic map, magic wand
- Absorbing soundtrack

*Play it!*

### Release Dates

The first version of Mombari was released for Windows Phone 8 in August 2013.

The new version will be released in December 2013 for iOS and Windows Phone.

Software **7**  
[ˈzi:bən]



## Software **7** GmbH—The Company

### Overview

Software 7 GmbH is a small company privately-owned by Stephan Schlecht. It has been in operation for over ten years.

### History

After studying computer sciences and working for several years on software in the graphics and prepress area, in 1999 Stephan Schlecht founded Software 7 GmbH.



Software 7 GmbH develops all kinds of software on contract. To give an impression of the scale, the smallest project took little more than a day, while the largest took over six years!

Occasionally, there is the possibility of creating a self-funded product.

Among Software 7's customers are companies, corporations and institutions of all types and sizes. Some of the more well-known include: Infor Global Solutions, McGraw-Hill, Audi, Bosch, EMC Corporation, Bentley Transportation, Lufthansa Systems, Nokia and Hessischer Rundfunk.

## FACTSHEET

### DEVELOPER

Software **7** GmbH

### FOUNDING DATE

1999

### WEBSITES

#### Blog

<http://www.software7.com>

#### Mombari

<http://www.mombari.com>

#### Other Products

<http://www.software7.biz>

### PRESS CONTACT

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## FAQ

Q: Are there zombies in Mombari?

A: No.

Q: There really are no zombies in the game?

A: Believe me, no zombies!

Q: Who is making Mombari?

A: Mombari is made by Software 7 GmbH.

Q: Is Software 7 GmbH a big studio?

A: Software 7 GmbH is a small studio. Its only employee is its managing director, Stephan Schlecht.

Q: Was everything made by a single person?

A: No. The game includes many licensed assets produced by very talented folks.

Q: On what platforms will Mombari run?

A: Mombari will run on iOS and Windows Phone 8.