**From the creators of *Timberman, Animal Shelter Simulator* is out now on iOS and Android!**

**Become a real live superhero for our furry friends in the brand-new freemium game from Digital Melody, available now on the App Store and Google Play.**

**FOR IMMEDIATE RELEASE – May 25th, Grodzisk Mazowiecki, Poland.**

**Take those purrfect kitties off the streets and rescue all those good, stray doggos with crazy wagging tails. Give them shelter, clean them, feed them, take care of their health, but most of all, help them find good homes with owners who will treat their new friends as family.**

Watch the *Animal Shelter Simulator* Launch Trailer [HERE](https://www.youtube.com/watch?v=fDUZ0cXz0ro).

Download the game for free on either iOS (<https://apps.apple.com/app/animal-shelter-simulator/id1593394971>) or Android (<https://play.google.com/store/apps/details?id=com.dmg.animalshelter>).

**ABOUT *ANIMAL SHELTER SIMULATOR***

**Save our four-legged friends!**

*Animal Shelter Simulator* grants you the opportunity to tackle the challenging but highly rewarding task of running a refuge for strays and rescues. Witness firsthand how much effort goes into helping abandoned and injured animals as you handle the various tasks necessary for your shelter to operate smoothly.

**Clean them**

Your rescues will need to take many steps on the path to improved health, and good hygiene is the first one. Get your hands a bit dirty so that their paws stay clean and their spirits soar high.

**Take them for a walk**

What better way to burn off all that excess energy than a good, old-fashioned trot out in the fresh air? Keep your animals stimulated and entertained. You can be sure they'll be starved for attention!

**Expand your shelter**

As you succeed in your efforts, you will face additional challenges. Make sure to turn them into opportunities as you invest in your facilities and expand according to your growing needs.

**Convince visitors to bring their new friend home**

The ultimate purpose of your initiative and the most rewarding conclusion to its efforts is when an animal makes its way to a brand-new, loving home. Look after your rescues and ensure they are adopted by your shelter's visitors.

***ANIMAL SHELTER SIMULATOR* – MAIN FEATURES**

* Easy-to-play and enjoyable gameplay.
* Many types of cats, dogs, and rabbits to rescue.
* The possibility to expand your animal shelter with different buildings and color customizations.
* Leaderboards and achievements.
* Lovely stickers (available for iOS only).
* 14 language versions available (English, Polish, German, Japanese, Russian, Portuguese,

Indonesian, Turkish, French, Italian, Korean, Spanish, Chinese, and Ukrainian).

*Animal Shelter Simulator* is now available on [iOS](https://apps.apple.com/app/animal-shelter-simulator/id1593394971) and [Android](https://play.google.com/store/apps/details?id=com.dmg.animalshelter).).

For more information about the game, please visit the [official website](https://www.digitalmelody.eu/games/AnimalShelterSimulatorMobile).

The press kit for the game is available [HERE](http://hub.digitalmelody.pl/b/FUUSSQRbBZP4e8L1Wvsp).

For any questions about the game, please get in touch with Agnieszka Szóstak at agnieszka.szostak@pr-outreach.com or call +48 881 951 601.

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**About Digital Melody**

Digital Melody was found by five friends who always loved any kind of art (playing together in a rock band, writing books, taking pictures). They ultimately discovered that games are something that combines everything they love in art – creation and freedom. Their first global success was *Timberman* – a simple, pixel-art game about a lumberjack. Now, they want to continue inventing new game mechanics and surprising players with a fresh art style. They've developed the following games: *Surfingers*, *Hardway*, *Find The Balance*, *Diggerman*, and *Tap Skaters*, among others. With *Funky Restaurant*, they tried to develop a "lighter" arcade game aimed at a broader audience. They wanted to make it rewarding and engage players for longer periods (providing the possibility of founding and upgrading new restaurants). <https://digitalmelody.eu/>