

FOR IMMEDIATE RELEASE

What if a F2P mobile game had writing that wasn't dog shit?

TORONTO, ONTARIO, FEBRUARY 19, 2019 - It is the eternal conundrum for all mobile gamers who love quality storytelling: You can either pay nothing and get a bunch of nonsense about rubbing up on some unrealistically-receptive Japanese ladies, or you can access premium narrative via inflated, up-front hipster pricing from coastal elites who almost certainly hate you.

"There's got to be a better way!" said Will O'Neill, the developer of the critically-acclaimed **Actual Sunlight** and **Little Red Lie**, in a small room, alone, to himself. He then proceeded to write and release **Guildmaster Story**, a free-to-play puzzle-match comedy game about fame, misfortune, and working for nothing.

iOS App Store: <http://ow.ly/1S9v30nK9AD>

Google Play Store: <http://ow.ly/drdF30nK9Cg>

In **Guildmaster Story**, players take on the role of Guildmaster Ganyo, an up-and-coming entrepreneur with a timeless dream: To let a group of young, energetic adventurers build him an empire that he doesn't have to pay for.

Through a combination of classic puzzle-match gameplay, engaging characters and an original story, **Guildmaster Story** will delight everyone who ever worked an unpaid internship, got steamrolled by the sharing economy, or suspects that the people responsible for it are precisely who they seem to be.

The game will initially release with 40 levels of story and game content, with new episodes to be released on a monthly basis throughout 2019.

For a comprehensive press kit, including images and video, please visit guildmasterstory.com. For more information, or to request a developer interview, please contact Will O'Neill:

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WZO Games Inc. is a narrative game development company. We make games that push the boundaries of the videogame medium, creating mature and dramatic stories which address social and personal issues from a realistic perspective. Except this time we didn't I guess. Please visit willoneill.com to learn more.