

# A SPECIAL UPDATE

November 1, 2018

As a result of internal quality control standards, we have decided to postpone the release of Matchino. This decision has not been taken lightly, but out of concern for the quality of the game for our customers.

Among the things we're doing to make Matchino a better experience for our players is to overhaul the match-making system and include better level designs.

For the development team, such a large project has been a learning experience on what to do and what not to do. Part of that has been a crash course in how organization in such large projects plays such a large part in streamlining development time, and part of that has been the learning experience of how to accurately gauge development time for work required on specific mechanics or bug-fixing situations.

Please bear with us as we tackle the learning pains of a growing indie development team. We sincerely apologize to our fans for moving back our release date, as we ask for your continued patience as we conclude the development process.

Sincerely,

Sam Azzarano  
Studio Director