



GAME DESCRIPTION

Yash Math Adventure is an educational math game to encourage kids to practice their arithmetic skills, while taking a hero into an adventure through an exciting jump and run 2D platform game. The player must find their way out by using logic, solving math puzzles and collecting coins. This innovative game is designed to be a fun learning experience for kids from ages 6 and up and aligns to the Common Core Mathematics Standards for 1st, 2nd, and 3rd grade.

FACT SHEET

Developer: Degenet®
based in Jacksonville, Florida

Press/Business Contact:
rortiz@degenet.com

Release Date: June 3, 2016

Website
www.yashmathgame.com

Platforms
iOS, Windows, Android, Kindle

Languages
English, Spanish, French, Italian,
Portuguese, and German

Availability
Apple Stores, Google Play, Amazon,
Windows Store

Price
\$2.99

Social
twitter.com/yashmathgame
facebook.com/yashmathgame
instagram.com/yashmathgame
youtube.com/degenet

GAME STORY

A young boy named Yash was visiting a Museum to learn about the ancient math coins that were recently discovered in a remote island in the Pacific. Once he enters the exhibition room, he realizes that the coins had been stolen. The only thing left was a note challenging Yash to use his math skills to find these precious coins that are now hidden around the world.

DEGENET®

DEGENET is an independent software and multimedia studio founded in 2005, located in Jacksonville, Florida. They are a team of artists, software and game developers dedicated to creating engaging apps and games.

With over 15 years of combined experience developing educational applications, their products have been used by thousands of students and educators around the globe. Their latest game invites kids to challenge their sense of discovery and inspire multiple ways of learning.

Please visit www.degenet.com to learn more.

FEATURES

- Complement math skills for 1st grade, 2nd grade, and 3rd grade
- Recommended for kids from ages 6 and up
- Delightful jump and run adventure gameplay
- Core mathematical concepts presented in an engaging and meaningful way
- Excellent resource for parents and teachers
- Challenging puzzles to solve as you journey through six stunning locations around the world
- 36 levels of exciting 2D platform adventure
- Play as a smart and adventurous kid
- Great way to engage students and enhance their learning performance

GAME TEAM

Reinaldo Ortiz - Game Director, Lead Engineer

Michelle Morales - Marketing, Concept Design

Reiyamil Ortiz – Level Design

Christian Alaminos – Level Art

Héctor Landrón – Art Design

