

PRESS RELEASE - TO BE RELEASED 27TH AUGUST 2020 at 12:00pm GMT

New Dized tutorials now available - free for a limited time!

The much anticipated Dized tutorials have started to roll out for board gamers around the world! Dized tutorials are used with a smart device and they allow players to skip the rulebook and start immediately. This means players can learn the game while they already play, the method familiar from modern video games. The fully animated and voice-overed smart tutorials follow the flow of the game and adapt to the game situation, making even heavier titles easy to learn and play.

The newly released tutorials are for Bang!, Carcassonne, Team 3 and Time Breaker. For a limited time these tutorials can be **added for free** into the users library, and after that they will be available as an in-app purchase. These new tutorials will be joining the initial library of Kingdomino, Blood Rage and ICECOOL. There's also plenty more to come, and just some of the upcoming tutorials this fall include 7 Wonders, Fidget Factory, Munchkin, Hello Neighbor: The Secret Neighbor Party Game, Scythe, Cerebria, Reichbusters, King of Tokyo, Potion Explosion and Rising Sun.

"The Dized Content Creation Tools are now available. This means every publisher can now easily offer tutorials and other digital content for their playing audience. The first tool created tutorials are now available and the pace of new releases will escalate from now on. The development cycle was a lot longer than originally estimated, but we are really excited to now offer this possibility for the industry!", explains the CEO of the company Jouni Jussila.

Looking for the Expo Experience

"Dized Tutorials offer a great way to learn board games. We have done a lot of research including consulting publishers, testing many iterations of different teaching methods and listening to players' feedback. Most people prefer if someone teaches them how to play, but all learning methods have their ups and downs. We carefully identified the positives of each different method to create the ultimate solution. Dized simulates the 'expo experience' of having an expert at the table teaching you how to play. The interactivity of smart devices allow the flow of the tutorial to adjust to what's actually happening in the game - just like a real person at the table could", Jussila explains.

Dized tutorials have been tested with thousands of players and in different settings. The feedback from users has been extremely positive and has encouraged the Dized team to pursue a way to make it a reality.

"We felt every publisher should have the opportunity to offer this content and so our main goal became creating a tool that makes it really affordable while being easy to use. We now invite every publisher and content creator to join Dized, the platform we believe to be the next big thing in board gaming. There's already training materials available and a small community of content creators."

Tutorials Are the Beginning

The initial focus of Dized has been the interactive tutorials, as getting into new games is a real challenge in the industry. A tutorial however is only a gateway - the mere beginning of the player's journey into a game. With Dized publishers can expand playing experiences through added digital content from campaigns, scoretrackers and digital mechanics to full-blown game expansions, Dungeon Masters and even AI players. "Having these options readily available opens new vistas for game design, allowing a whole new level of immersiveness in games", Jussila concludes.

Playmore Games started operations in 2014 and successfully released the board game Race to the North Pole the following year. After this the company has concentrated on the development of Dized, which is now available for Android and iOS.

FURTHER INFORMATION

Tomi Vainikka (COO) tomi.vainikka@dized.com
Publisher Relations: b2b@dized.com

DIZED DOWNLOAD

Android: <https://dized.com/android>
iOS: <https://dized.com/ios>

LINKS AND PRESS MATERIALS

Presskit: <http://www.dized.com/press>
Playmore Games web: www.playmoregames.com
Dized web: <http://www.dized.com>

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