

The twisted Facebook simulation game

“Dizzlike“: a Facebook-parody as a browsergame / Who’s got the fewest friends wins / Development-team is looking for financial support to realize the game

Nuremberg, Germany in May – Everyone who likes Facebook should try “Dizzlike“ (<http://www.facebook.com/dizzlike.the.game>): A browsergame that’s currently under development by a Startup-company from Nuremberg. Your goal is to make yourself unpopular and to be removed from your “friends“ friendlists. The whole thing is just for fun - real profiles on Facebook aren’t affected.

Players collect Points (currently called “Dizzpoints“) and have a limited amount of spare time which is displayed by a simple bar. And just like in real life, friends consume time. The user can choose of a variety of insults and actions to scare away their virtual friends. For example, a player can insult his friend by saying something like “Your Mother is so stupid, at Super Mario she walks to the left.” or you can smuggle Mentos into his Coke.

Don’t want to tinker or drink coffee

To make themselves as unpopular as possible, players can create unlikeable profiles in which they can list the most boring movie ever and can tell, that they are not interested in tinkering, cooking or drinking coffee for example. If that is not enough, you are able to visit virtual trainings in Karate, Rhetoric or others to get more nimble and unlock new actions.

The person in charge of “Dizzlike“, Anton Levitskij, developed this idea on a start-up-weekend in Nuremberg in which it received much applause. The team is not short on motivation, ability or ideas but needs support at funding. “We decided to finance this game through crowd funding“, Anton Levitskij explains. “We think our idea is cool and we believe that many other people think that way too and are willing to support us to make this fun factor possible.”

Support urgently required

The project is listed on the website Kickstarter.com. Until the 20th of June Dizzlike-Fans can support the project and receive, depending on the amount, various gifts in rewards like T-Shirts, Dizzpoints or access to beta versions of the game. Anton Levitskij and his team can only develop "Dizzlike" (the logo is a down stretched thumb) when a sum of \$ 89.000 is achieved. The direct link to the protected preview of the project is:

<http://www.kickstarter.com/projects/1695371981/1448147363?token=75921367>

"We're depending on every single person." Anton says. "Only if there are enough people supporting us, there will be thumbs up for our thumbs-down-game."

About Dizzlike:

Dizzlike (www.dizzlike.com) is a start-up-company from Nuremberg that focuses only on the development of an identically named browser game. Founder of Dizzlike is Anton Levitskij manager of the XiLLeR GmbH (www.xiller.com) which is specialized in web development, IT-Consulting and IT-Networking as well as Business-Training.

About Kickstarter:

Kickstarter (www.kickstarter.com) is an internet platform on which creative projects like movies, games, CD's or fashion brands are presented by their inventors and can be supported within a fixed period.

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