

Lost Island Entertainment, Inc.
Press Release

Summary:

The 400 year old game of blackjack gets renovated and hypercharged for mobile with “StackJack” by Lost Island Entertainment.

Body:

Cheyenne, Wyoming - StackJack takes the 400 year old game of blackjack and amps it up for the mobile generation of devices. It is the first game released by new developer Lost Island Entertainment.

Christopher Cundey, founder and developer of StackJack, decided to take his years of experience in visual effects and graphics for motion pictures and put those skills to use in what was for him a lifelong guilty pleasure - computer and mobile games.

"I grew up in the early days of computer games and classic arcades. I was always fascinated with how the games worked just as much as I was with playing them." Although Cundey ended up working in the film business throughout his life, the attraction to game design never left him.

“Over the years, I realized the skills and tools I developed to create images, sound, and animation for movies and television were nearly identical to those required to develop games. But as a small developer, I knew the best plan was to start small in the game arena and create bigger and better things as we went along and learned more.” So even though Cundey’s plans and desires stretched the gamut of gameplay, he decided to start with something fun and manageable and grow from there.

StackJack is the first of a series of apps from his new venture Lost Island Entertainment. Cundey announced that the app will be available for free upon release for a very short time.

"We are gathering a list of interested users, and those who want it will get the inside track as to when the app is being released for free on the iTunes App Store", Cundey announced. Following a short window, the app will move to its intended paid price, which at this time is planned at \$1.99.

"It's incredible what mobile devices can do today. I learned to program on TRS-80s and Apple II computers and they can't even make a dent in the capabilities of the most basic smartphone today. But thanks to the reach of the internet, indie developers aren't confined to selling games one at a time in Ziploc bags like they used to. It's truly possible for the indie developers to reach as many people as Electronic Arts, and a big part of that is quality and passion for what you do."

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Cundey believes that StackJack will appeal to a wide range of iPhone and iPad users.

"I decided to start simple. A basic, fun, easy to learn game that can be picked up at any time but which takes practice in which to develop skills. Anyone who's a fan of card games, casino games, or solitaire will love it."

In StackJack, as cards are dealt, you place them in one of five columns, building your blackjack hand up to the maximum of twenty one. If you don't want to play a particular card, you can use one of your passes to discard it and get the next card. But, passes are very scarce, so use them wisely.

Once you have done the best you can with your cards, you finish the round and receive your bonus points. If your hand totals are high enough, you make it to the next round. If not, then it's game over.

StackJack also has a multi-player mode, where you can compete head to head with your friends to try to outdo the hands that they make, with the same exact deck.

"StackJack is just the beginning. We already have our next few games in the works at this time, and each one is really strong, and even more ambitious than the previous."

StackJack is available now for iPhone, iPad, and the iPod Touch in the iTunes App Store. StackJack requires iOS 5.1 or greater. Multiplayer mode is achieved through the use of Apple's Game Center technology, allowing head to head play over wifi networks. It has leader boards and achievements so you can compare your skills with others.

StackJack is simple to learn, yet addictive to play. If you're looking for a great app for you iPhone, iPad, or iPod touch, or just like card games in general, then check out this game.

Lost Island Entertainment develops games and entertainment properties for mobile and desktop computers. The company was founded in 2012 by artists and technical gurus in the motion picture industry who have turned their skills towards a life-long love of games.

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