



**Press Release**  
**For Immediate Release**  
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## ***My Candy Love launches episode 21***

***The virtual dating game, My Candy Love, has launched a new episode.***

The brand new episode, **Episode 21, Act 2: Action!**, is now available on *My Candy Love*, a virtual dating game, produced by Beemoov. This episode is the **longest and most elaborate** of all the *My Candy Love* episodes and will give players the opportunity to discover many **new places, characters and costumes!**



Launched in 2011, and with already more than **2 million players**, *My Candy Love* is a free virtual flirting game for teenage girls. As a new female student at Sweet Amoris High School, players, or Candygirls, advance through the different episodes to get to know the various virtual characters and try to win the hearts of the boys they prefer.

Inspired by the Japanese “otome-games”, this anime styled, interactive narrative game allows users to **live their own love story**. The player’s ability to adapt to their favorite character will determine how their affinity will grow with that character and how their story will play out. Each player’s story is **unique**, as every choice makes a difference. Registration to the game is free and requires no installations.

In the previous episodes, the players’ Candygirl has been preparing a school play with her classmates for their school’s open house. In episode 21, the big day has finally arrived. The parents have arrived and the curtain is about to go up! Players can act out three different plays in order to collect the different costumes, special accessories and unique illustrations by the game creator ChiNoMiko. With the new additions and other surprises, players will live a **diverse and exciting adventure**.

For more information, please visit [www.mycandylove.com/](http://www.mycandylove.com/).

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**Beemoov**, created in 2006, is a Nantes, France based web and mobile games development company of more than 40 employees. Beemoov develops **free games** to a primarily female based audience. Beemoov’s games are available in over 11 languages and comprise an international network of over **41 million players**. For more information on Beemoov Games, please visit <http://us.beemoov.com/>.

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