



Press Release

For Immediate Release

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Two million players on My Candy Love

The virtual online dating game, My Candy Love, now has more than two million players.

Beemoov has announced that more than **two million players** have registered to their virtual online flirting game, **My Candy Love**. With the game's first million players reached just ten months earlier and almost 60,000 fans on Facebook, this new milestone proves its rising popularity.

Launched in 2011, **My Candy Love**, the English version of the original French game *Amour Sucré*, is a free virtual flirting game for teenage girls. As a new female student at Sweet Amoris High School, players 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.

Along with the original French version of the game, **My Candy Love** exists in 11 other languages with an ever growing international community of over thirteen million players.

For more information, please visit 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 **36 million players**. For more information on Beemoov Games, please visit <http://us.beemoov.com/>.

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