

## **Last Day of Work Announces Development of Virtual Families**

San Francisco, Calif. — February 09, 2009 —Last Day of Work (LDW), the premiere independent casual game studio, today revealed their long-awaited new franchise for PC and Macintosh, called Virtual Families. Virtual Families simulates a small family, allowing the player to care for and nurture this family. As with all of LDW's games this game runs in true real-time, both when the game is running as well as when it is not.

Built on the framework of the landmark casual game series Virtual Villagers, the game will feature a gorgeous hand-drawn scrolling map with a house and garden, sophisticated artificial-intelligence, and a charming and varied selection of families to customize and take care of.

“Our past successes have allowed us to really cut loose and make the game we always wanted to make.” said Arthur Humphrey, founder of Last Day of Work. “This game is not a trivial game, and it is not about micromanaging. It is about life, in all of its drama and glory.”

Virtual Families has been in development since mid 2008 and will be available for download in Q1 of 2009 with an estimated price of \$19.95.

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

### About Last Day of Work

About Last Day of Work Last Day of Work (LDW) is an independent game studio specializing in sophisticated casual games for the mainstream player. Since 2004 the company has lovingly crafted several highly successful real-time “Virtual Life” simulation games including Fish Tycoon®, Plant Tycoon®, and the Virtual Villagers® series for platforms including PC, Mac, iPhone, Palm OS and Windows Mobile™ Pocket PC. LDW's games are easy to pick up and play, while at the same time providing more in-depth and complex gameplay than the typical casual game. For more information visit [www.LDW.com](http://www.LDW.com)

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