



## GAME DEVELOPER

Hi,

we are Timo Falcke and Marlene Käseberg. We studied Game Design at the HTW Berlin and are very happy to be part of this Education Box, because we love this earth as much as we love games. We live in Berlin and even though there is no sea here, we can see the plastic pollution in our rivers as well.

Making this global issue and the struggle of sea animals more visible was very important to us.



**10 MILLION TONS  
GAME APP**

## CREATE AND PLAY

A challenging journey through the ocean that you will have to try to survive as a sea turtle, penguin or fish!

10 million tons that's the amount of plastic waste that ends up in our oceans every year. 10 Million Tons is no ordinary game! Have you ever played a game and thought to yourself - I could build a really cool level if only I had the chance?

In 10 Million Tons, not only can you play loads of levels made by your friends and other people located all over the world, you can also create your own levels! You

can make your level segment really hard to beat, but keep in mind that you have to beat your own level before it can be uploaded and added to the game for everyone else to play.

With the quiz feature, you can add interesting questions about plastic waste and ocean conservation and your classmates will have to answer them to get bonus points.

