

# Press release n° 3

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# SnailVille

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## The Snailville Game Nears Completion

The English version of the Snailville Game is now complete, including ten full modules of content on heliculture, snail rearing, and business, as well as a series of assessments and games for each module, including true/false questions, multiple choice, and drag and drop. The game will be available for download on [snailville.eu](http://snailville.eu) shortly, so watch this space!

The coming months will see the consortium adding other language versions of the game, with all the same features and content. This will include versions in Italian, Spanish, and Greek.



## Help Test the Snailville Game!

Each partner in the Snailville consortium will be hosting pilot sessions to help get feedback for the game once the translations have been uploaded. This will be a very important step in ensuring that the game works as it should and in helping the game reach its full potential. Taking part in these pilot sessions will help us reach this goal, so if you are willing and able, get in touch with the project partner based in your country: [CIVIC](#) (UK), [AKNOW](#) (Greece), [ATERMON](#) (Netherlands), [Eurocrea](#) (Italy), [FyG](#) (Spain), or [UTH](#) (Greece).

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