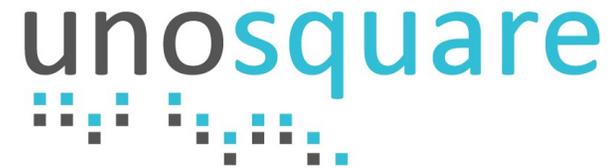


Adele: Following the Signs

Press Kit

A puzzle, 2.5D platformer computer game based in a futuristic zombie filled world where a father is looking for his lost daughter (Adele) produced by Unosquare Labs.





Who are we?

Unosquare is a software development company that has been dedicated to bring high quality software solutions to companies with the United States and Mexico for the past 7 years. Our company is composed of the most passionate, creative, and innovative set of engineers in North America. We are known for our ability to deliver - not only effective technical solutions - but also amazingly rich experiences for both clients and partners.

Unosquare's President and CIO have always been interested in getting into game development as part of Unosquare's innovation initiatives. About 3 years ago they were presented with an opportunity to build a game and help bring life to this initiative.

More information can be found about Unosquare on the website <http://www.unosquare.com/>



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Who is Adele: Following the Signs?

The year is 2029. It is the end of the world. Take on the role of Mike; who is in the woods with his daughter, fleeing from an attacking wave of zombies. During the escape, Mike slips, falls and loses consciousness. He awakes to find that Adele is nowhere to be found. His only chance in finding her is to follow the signs.

Adele: Following the Signs is the result of over 2 years of hard work from the people at Unosquare Labs. It is an extremely challenging 2.5D puzzle-platform strategy game with beautiful graphics, original art and music, and interesting game play written by Unosquare. Special guest music composer coming soon!

Adele is not meant to be a zombie killing game. Players have to strategically maneuver objects to block their path, run away or trap zombies into falling in order to escape them. The game is set in different environments which impact your interaction with the zombies, being in a factory is going to be different than in the countryside, or underground. We are still putting the final touches on the game but are really excited about its release.

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FEATURES:

- 19 challenging levels
- Zombies, attacking Plants and Monster Bosses
- A special bonus for those who can pass each level without dying
- Enemies and obstacles that will require both brains and skill to overcome

Why did you choose to focus on a father searching for his daughter?

We liked the idea of a zombie apocalypse but didn't want to become just another one of the many zombie-killing games. We wanted something that would be more unique. Being our first game, we wanted to focus more on game play than storytelling and a father looking for his daughter was a story that didn't need a lot of development. We have two major cinematic scenes, one at the beginning and one in the end, and the rest is just the game.

What do you think makes Adele unique? In other words, what makes Adele stand apart from all the other games out there?

We think one of the things that make Adele unique is precisely the fact that there are no weapons. This is not an action game. It is a puzzle platformer. Also, the fact that we can proudly say Adele has all original music and artwork is something that sets us apart. Music unique to each level brought to you by Koda Corvette, composer and artist.

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Interviews:

- GreenLight Games: <http://www.greenlightgames.co.uk/3598-2/>
- Game Reviews and Rants: <https://t.co/yEKaBerSxr>
- Demo Review: <https://www.youtube.com/watch?v=cYIkJJTx0Mo> (Russian)
- Indie DB: <http://www.indiedb.com/games/adele-following-the-signs/news/adele-following-the-signs-on-steam>
- Article by Lonnie McRorey: <http://www.unosquare.com/detail-post.php?id=40>
- Review on Playsterr: <http://playsterr.com/indie-review-adele-following-the-signs/>
- Review on Higher Eclectic Ground: <http://www.highereg.com/games-galore-summing-up-last-weekends-shout-outs/>
- Unity Roadshow Presentation: Coming Soon (Spanish)

ScreenShots/Gifs/Trailers/Logos:

- <https://www.dropbox.com/sh/178roca9613rgs7/AAC8rYtD0RHJphowefBN2LRLa?dl=0>
- <https://www.youtube.com/watch?v=0qkYuREWtf4> – Gameplay teaser on Youtube
- <https://www.youtube.com/watch?v=O8RJM0yG3s> – Cinematic teaser on Youtube
- <https://www.youtube.com/watch?v=n4iwaGIBbVA> – Can you survive Trailer on Youtube

Social Media:

- Twitter: @adelegame
- Facebook: www.facebook.com/AdeleFTS
- Website: www.adelegame.com
- Steam – GREENLIGHT ACHIEVED ON March 24, 2016 (New steam profile coming soon)

Free Demo Download:

Available at www.adelegame.com



FACT SHEET

Developer: Unosquare; Based in Guadalajara, Mexico

Release Date: May 2016 (Windows/Steam/MAC/Linux)

DLC Content: free 2 level beta demo

Platform Pages: Steam

Website: www.adelegame.com

Price: USD TBD

Press Contact: adelegame@unosquare.com

Social: [Twitter](#), [Facebook](#), [YouTube](#)

