

Title: Tengami

Developer: Nyamyam LTD

ESRB: E

Number of Players: 1

Platform: Wii U™ (Nintendo eShop)

Release Window: July 2014

Genre: Atmospheric Adventure + Puzzle, Art game

Developer Website / Twitter / Facebook

<http://nyamyam.com>

<http://twitter.com/nyamyamgames>

<http://facebook.com/Tengami>

Game Description + Key Messaging

Tengami is an atmospheric adventure game set inside a Japanese pop-up book. Fold and slide the beautifully crafted paper world to solve puzzles and discover secrets. Award

Nominations: SXSW, IndieCade, SOWN, Develop Showcase

Discover the wonders of a folding world

Go on a serene journey through Japan of ancient fairy tales brought to life through striking visuals, unique gameplay and haunting music. Experience dark forests, abandoned shrines and tranquil mountain waterfalls as you seek to uncover the secret behind the lone dying cherry tree.

First of its kind pop-up book gameplay

Not a book, but a game inside a pop-up book. Tengami plays like nothing else before it. Reach directly into the world to flip, fold and slide parts of the world to delve deeper into your mysterious journey.

Stunning original soundtrack

A beautiful and original soundtrack by renowned composer David Wise accompanies your adventure. He is best known for his work on the Donkey Kong Country series.

Authentic and intricate

Tengami's world is built as an authentically folding three-dimensional pop-up book with an all-new technology created just for this game. Everything seen in the game could be recreated in real-life with just paper, scissors and glue.

Game History / Background Info

A love for pop-up books and traditional Japan gave the spark for Tengami. By chance, Phil Tossell came across a video of a pop-up book in late 2010 and was instantly reminded of the sense of wonder he felt when reading them as a child. He shared his discovery with Jennifer Schneidereit and they started discussing what a game in a folding pop-up world could be like. Through a long process of experimentation, starting with paper prototypes and then gradually moving into the digital realm, they arrived at Tengami's design. About 6 months

into the project Ryo Agarie joined and was fundamental in developing Tengami's striking visual style.

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