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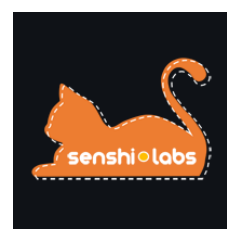
TITLE: Mathoria: It All Adds Up
GENRE: Role-playing, Educational
RELEASE DATE: December 27, 2014
GAMEPLAY LENGTH: Approximately 1 hour
PLATFORM: PC

Screenshots



Features:

- Light and pleasant art by Jeremy Plana.
- Three difficulty levels to choose from. (Difficult mode requires extreme patience.)
- Simple dialogues that should make it easier for very young children to understand.
- Fight goons using basic addition skills.
- Learn new skills as you battle more difficult enemies.
- Help villagers with their daily math problems and be rewarded with useful items.
- Collect armor sets that bestow various advantages.





Our Story:

The game began as a capstone project from students at the De La Salle - College of Saint Benilde (B-Team). The team had noticed that many elementary school kids are afraid of math, and tried to figure out how we can ease up the situation in our own small way. Perhaps creating a math RPG could be a fun experiment, we thought. The game was tested by kids ages 10 and below, and just before graduating, the team decided to push for publication. We were joined by Asia Pacific College interns for the music and quality assurance.

Awards

The pre-alpha version of this game won at the Philippine Game Festival 2014 Game On competition (Best Edutainment). *Mathoria: It All Adds Up* is the first of two games in an RPG series.

Trailer

Link: <https://youtu.be/miTe37G1EOM>

Credits

Core Team

Steven Escarlan
Lead Designer

Blue Vergara
Level Designer

Francisco Bate
Programmer

Jeremy Plana
Artist

Nhyne Junio
Sound Designer

Neil Alcuran
Lead QA

Arvin D. Cabang
Producer, Programmer, Designer

Beatrice M.V. Lapa, PhD
Executive Producer

