

“Watercolors: The Journey” Press Release

Introduction

From the creators of the world wide successful puzzler Watercolors, comes Watercolors: The Journey, an artsy adventure in which you’ll witness the transformation of a superficial, yet funny and lovable little girl into a true artist of the heart and spirit.

Join Amelie on her journey from being a bratty little girl to becoming a master painter, discovering challenging puzzles along the way in a world filled with colors.

Experience the almost magical feeling of dragging and combining colors and keep your mind sharp as levels progress. You’ll have to discover interesting strategies for completing each puzzle.

Summary

- A game that reminds of a comic book story? Yes. See why Watercolors: The Journey is a unique experience never seen before.
- Take a sneak peek through our video trailer and enjoy the artsy style in the images we've prepared.
- Meet the Adonis Games team and our commitment to creating artistic games.
- Watercolors: The Journey will be available on all iOS devices starting the 27th of June 2017.
- Contact us for further information and request a demo version to test Watercolors: The Journey prior to the launch date.

“Watercolors the Journey” Trailer

https://youtube.com/watch?v=LRh_7q6VQQY

A UNIQUE EXPERIENCE

A game that reminds of a comic book story? Yes. That's what inspired us, so we've taken our love for puzzle games and comic books and crafted this unique way of telling the story of Amelie.

STATE-OF-THE-ART GRAPHICS

We have kept our oath for clear, simple, yet visually astounding graphics which will make you fall in love at first sight.

CHILL MUSIC

There's nothing like listening to chill music in the background, which will help you relax and focus on solving the levels at the same time. The beautiful piano play was tailored specifically for this game.

NEVERSEEN BEFORE FEATURES

- * Play with our unique puzzle mechanics.
- * Watch Amelie's avatar during a level. Her expressions will show you if you're on the right track to solving the puzzle.
- * Street art or art school? You'll get to decide Amelie's story by making decisions in her journey.
- * Oh, and no worries if you're colorblind. We've got that covered for you as well.

Adonis Games - WE DO ARTSY GAMES

We are a small indie team, an army of 2, the creators of Watercolors, which was downloaded more than 2 million times.

We are committed to showing that games can be a form of art. We are committed to creating state-of-the-art graphics, chill music and a seamless user experience. We stand for a high-end experience that will stimulate all your senses at once. We stand for clarity, simplicity and no ads.

The success we had with our first game took us by surprise. We've realized it was missing a storyline and a social component. Since our game was artsy and it was about painting and mixing watercolors, it immediately made sense that we should present the story of an artist. And she's not just any artist. Amelie's personality was created together with friends of ours who were big fans of the first game. It's safe to say that it was not us alone who've built this game. We've built Watercolors: The Journey together with our users and each decision went through them. It took us over a year, but it was well worth it.

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