

## **2. Press Release**

# Relive the Past in Team 3s Puzzle-solving *Creaky Old Memory*

*DADIU Team 3* offers players a deeper, more engaging alternative to tired, conventional online puzzle games.

**Copenhagen, Denmark - March 10th, 2010** - *DADIU Team 3* is proud to announce that *Creaky Old Memory* is currently in development on the Unity game development engine.

*Creaky Old Memory* puts players in the role of Tatiana, an elderly Russian lady, who must journey through the nooks and crannies of her self-fabricated house in order to reveal the truth about her own past. The game will feature a morbid plot, slowly revealing secrets about the main character's mysterious past. Thus, *Creaky Old Memory* will feature adult themes, envisioned to appeal to a discerning audience of 35+ year olds, not necessarily used to playing video games on a regular basis.



“The initial inspiration for the game came from research into Alzheimer’s disease”, said Carina Randløv, Game Director of *Creaky Old Memory* and the IGF award-nominated *Puzzle Bloom*. “We were frustrated with the general lack of narrative depth in online puzzle games, as well as the lack of games tailored to older audiences. By injecting narrative, progression and mystery into the puzzle genre, we aim to create a more involving and deep experience than the usual run-of-the-mill web puzzlers are able to offer.

The core of the game lies in the two-fold structure of the gameplay: First, the player must collect paintings which tell the story of the main character's past. Then, the player is challenged to search for clues and hidden meanings in the paintings. These clues provide the player with the means to progress through the game.”

*Creaky Old Memory* is scheduled for release on March 23rd, 2010 on the Unity Web Player for PC and Mac.

## About DADIU & Team 3

DADIU (The Danish Academy for Digital, Interactive Entertainment), is a collaboration program between 9 different Danish universities and art schools. The purpose of the program is to educate students in the development and production of digital games.

*DADIU Team 3* consists of 13 students with vastly different educational backgrounds, who are challenged to create a digital game in just one month. The team is based in the School of Architecture in Copenhagen, Denmark.

### For further information, contact:

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