ONE UPON LIGHT

DEVELOPER:
SUTD Game Lab

PUBLISHER:
Singapore University of Technology and Design

RELEASED ON:
October 28th 2014[Asia]

PLATFORMS:
PlayStation 4

NUMBER OF PLAYERS:
1

LANGUAGES:
English
Korean
Traditional Chinese
Bahasa Indonesia
Thai

PRICES:

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GAME PAGE:
www.OneUponLight.com

DESCRIPTION
One Upon Light is a monochromatic styled top-down puzzle game with a photophobic protagonist. Trapped in a world of shifting shadows and light, players must manipulate objects in the environment to create a path of shadows to navigate through the levels. As the protagonist journeys through the dark, he discovers clues about his past lurking in the darkness.

FEATURES
- Cleverly designed, challenging puzzles using the unique properties of lights and shadows.
- Stylistic, monochromatic cell-shaded 3D world inspired by the mid-century cartoons.
- Intriguing back story that ties into game play, revealing bit by bit as the game progresses.
- Immersive surroundings, portraying the unique mood and feel of the game.
- Escape the light!
AWARDS
- Winner of the "Best Game" award, Independent Games Festival China, 2013 [link]
- Indie Award from Famitsu at Tokyo Game Show, 2014
- Rookie Prize from 4Gamer.net at Tokyo Game Show, 2014 [link]

MENTIONS
- “One Upon Light Navigates The Shadows On PS4 5/5 Stars” – Gameinformer [link]
- "Indie Preview Review: One Upon Light 8/10” – Gameskinny [link]
- “Dark puzzle adventure One Upon Light announced for PS4” – Sony PlayStation.Blog [link]
- “One Upon Light Suggests You Stay in the Shadows” – Giant Bomb [link]
- “One Upon Light Announced Exclusively For PS4, Releasing 2015: The Shadows Are Your Ally” – The Sixth Axis [link]
- "One Upon Light: A Moody, Promising Puzzler From a Singaporean Studio" -Games In Asia [link]
- “a nice change to play more with shadows than with light” - IGN Asia on Casual Connect Best of Floor [link]
- “One Upon Light Comes out of the Dark” – IndieGameMag [link]
- “IGR’s most anticipated Indie Games 2014” – IndieGameReviewer [link]

ABOUT SUTD GAME LAB
We are the game development team under the Singapore University of Technology and Design (SUTD Game Lab).

The SUTD Game Lab was formerly the Singapore branch of the Singapore-MIT GAMBIT Game Lab, which created the award-winning games CarneyVale: Showtime, Snap Escape and Dark Dot, among others. The Lab aims to continue the mission of GAMBIT by making games that bridge research and industry, and push innovation in the area of game development. One Upon Light will be our first commercial title under SUTD Game Lab.

The SUTD Game Lab is a key element of Game Research, Education, and Training (GREaT), funded by the Singapore National Research Foundation and administered by the Interactive Digital Media Programme Office, Media Development Authority.

More information on SUTD Game Lab can be found at gamelab.sutd.edu.sg

DEVELOPMENT TEAM
- Justin Kang - Designer
- Benjamin Tan Yu Quan - Quality Assurance
- Simon Strauss - Artist
- Ang Yi Xin - Artist
- Chuah Chong Yunn - Lead Programmer
- Ng Xi Hui - Programmer/Producer
- Wong Yi - Programmer
- Audio by IMBA Interactive [www.imbainteractive.com]
CONTACT

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