



PRESS KIT

20th of January, 2022

THE GAME

MOTICO is a free indie arcade game of memorization and pure reflexes, available on smartphones and tablets.

The game uses the [Unity3D](#) engine and was built over two years of intermittent development, essentially a one-person project, and was made possible with the use of [Playmaker](#), known for freeing more artistic minded people from the hurdle of typical coding. Music was created on [Figure](#). From the very beginning, **MOTICO** was meant to be as original and visually distinctive as possible while being absolutely minimalistic in its mechanics. Voluntarily casual, it entices players to play anywhere anytime.

Recognize the pattern, tap the positive side, add up combos!

RELEASE & MARKET

The game is aimed at players of any age, for English speakers. It contains in-app-purchases (IAPs) and advertisements. It is presently available in the following languages:

English, French, German, Spanish, Portuguese,
Italian, Polish, Russian, Turkish



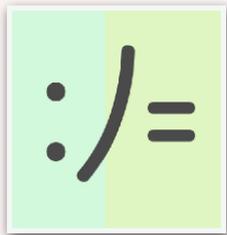
→ App download: [App Store](#), [Google Play](#)

FEATURES

- Unique game mechanic.
- Fun, simple and energetic game.
- Trains both memory and reflexes.
- 8 powers and abilities to play with.

HOW TO PLAY

The game continuously generates moticos, one by one.
A motico is made of two text smilies sharing the same mouth or the same eyes.



Examples: :) (-:o) =/=

The player must tap on the positive side of each motico.

To understand this idea, let's pick a simple motico: :):

Here's how it is constructed: :) and): combine into :):

:) is the positive side, on the left.

): is the negative side, on the right.

Therefore the correct answer is on the left, so the player must tap the left side of the screen.

On each correct answer, the motico is immediately followed by a new one and the player scores points and earns gold coins.

Also, each correct answer fills the gauge and lights up its six cells consecutively. When full, the gauge goes up one level and is reset.

The highest level is 99.



Beware! Sometimes, both sides of a motico can be positive or negative.
If they're positive, the player must tap both left and right sides.

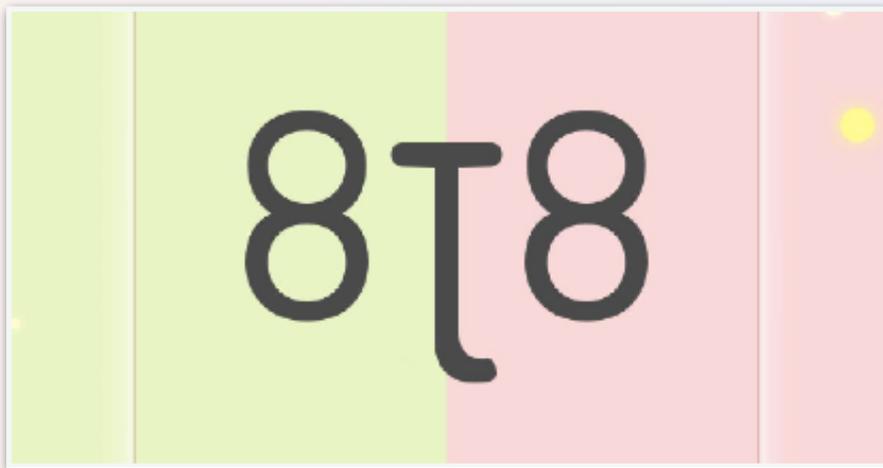
If they're negative, he must tap the lower part of the screen on the "esonull" symbol.



Taping fast enough will build up combos for increased rewards.



Each motico remains on screen for a few seconds. This time limit is illustrated by two vertical white bars sliding towards the center.



When they touch, time is up. Each mistake, either a wrong answer or a time up, will generate a new red cross.

The player is defeated once all three red crosses are displayed.



EXTENDED GAMEPLAY

With gold coins it is possible to unlock multiple powers and abilities in the Shop. Powers and abilities are used to enhance the game experience.

Powers

They are activated during the game by popping a bubble.

	Boost	Gain more points and fill the gauge faster.
	Loot	Correct answers provide many gold coins.
	Shield	Protect yourself from mistakes.
	Slow	Extra time for answering and increasing combos.

Abilities

They are always active.

	Abundance	Power bubbles appear more often.
	Collector	Filling the gauge's cells provides gold coins.
	Luck	Helps you secretly in varying parts of the game.
	Redemption	Erases a red cross when leveling up.

PRESS KIT RESOURCES

Screenshots, app icon and company logo: attached in file.

THE COMPANY

Instincts Luddiques is a small development studio, based in France. With our hands full of projects, we're more than eager to see **MOTICO** succeed and open the way to new content and even more great games.

You can visit our website here: <https://www.instinctsluddiques.com>

Contact: <https://www.instinctsluddiques.com/contact>

Twitter:

- Company: <https://twitter.com/InsLud>
- MOTICO: https://twitter.com/motico_official

MOTICO - Instincts Luddiques 2021 - All rights reserved