

# WÖNDERWORLDS™

## WORLDWIDE RELEASE OF WONDERWORLDS

*WonderWorlds to release on November 9th as an iOS exclusive*

Madrid, Spain & Guildford, UK – Nov. 9th, 2017 – Tequila Works and Glowmade announce the worldwide release of **WonderWorlds**, an action-adventure game for iPad and iPhone in which players are game makers.

Featured by Apple and available now on the App Store, **WonderWorlds** is free to download. The game is localized in 16 languages : English, French, Italian, German, Spanish, Danish, Simplified Chinese, Finnish, Japanese, Korean, Norwegian, Polish, Russian, Turkish, Brazilian and Portuguese.

**WonderWorlds** will be free to download and is available now in the App Store.

The \$3.99/€4.49/£3.99 WonderBundle unlocks loads more Glowmade levels, unlimited community levels, and tonnes of costumes, stickers, outfits and other materials to make even richer and more beautiful worlds.



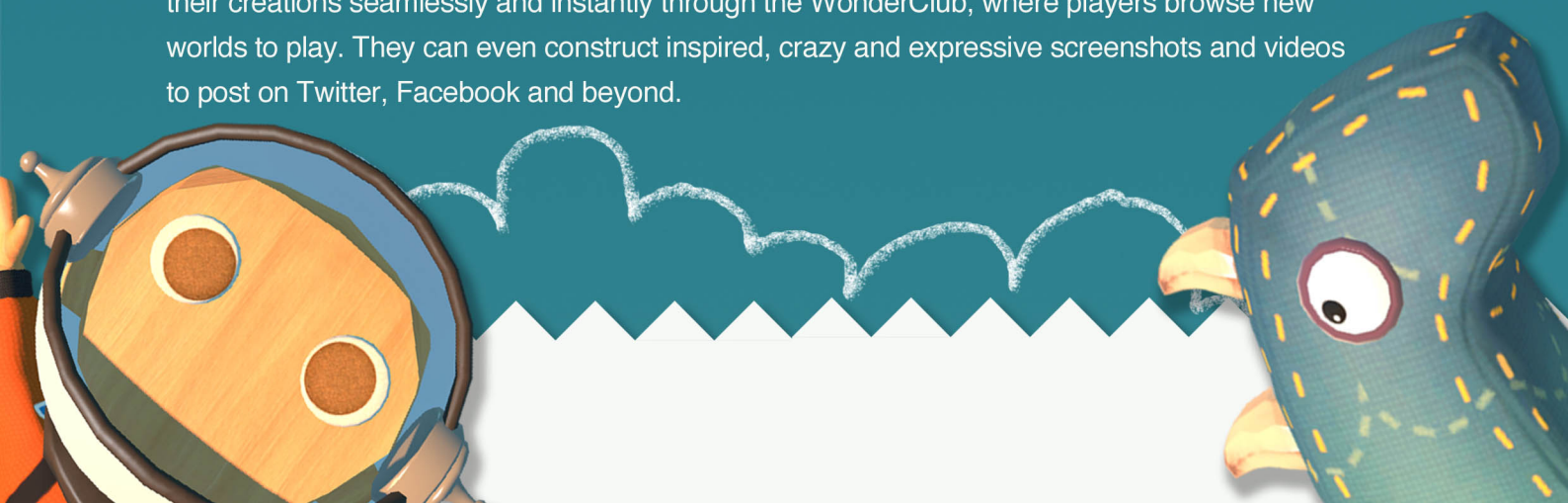
Media assets and trailer available at the following links :

Assets: <https://www.dropbox.com/sh/v8zwatlfqdbjq6k/AABJrMlt5MFw947TY8LzQZtja?dl=0>

Trailer : [https://youtu.be/nY8y\\_dFolKo](https://youtu.be/nY8y_dFolKo)

### About the game

**WonderWorlds** is a game of play, discovery, and imagination. It's a place to play unlimited numbers of user created levels and stories. Players can customise their characters with outfits, decorations and even their own photos. They can design rich and reactive worlds and share their creations seamlessly and instantly through the WonderClub, where players browse new worlds to play. They can even construct inspired, crazy and expressive screenshots and videos to post on Twitter, Facebook and beyond.





## Revolutionary Game Maker

WonderWorlds' technology was developed by one of the creators of the revolutionary editing tools in LittleBigPlanet, and it's built to take advantage of the latest Apple technologies, harnessing the graphical power of Metal, allowing players to draw their creations with Apple Pencil, and to share their levels directly with friends and family through iMessage.



## About Tequila Works

Tequila Works, S.L. is an independent boutique studio founded in 2009 by Raúl Rubio Munárriz (founding member of MercurySteam Entertainment, developer of Castlevania: Lords of Shadow) and Luz Sancho Rodríguez. Tequila Works first title, the BAFTA-nominated Deadlight, was published in 2012 by Microsoft Studios. Tequila Works developed RiME, published by Greybox in May 2017. The studio published its first title, The Sexy Brutale in April 2017, co-published with GameTrust, and The Invisible Hours, its first VR title, in October 2017. Tequila Works' philosophy is to create games with gusto. The team consists of a healthy blend of talented veterans from Atari, Blizzard, Disney, Double Fine, Electronic Arts, LucasArts, SEGA and Pixar, as well as new blood from the animation and comic book industries, all of whom enjoy challenging their creative talents and seeing the world with amazement every day.

[www.tequilaworks.com](http://www.tequilaworks.com)

## About Glowmade

Glowmade is a team of games industry veterans who are super-passionate about making things we love. The studio was started in 2015 by Jonny Hopper, Adam Sibbick and Mike Green. Back then we didn't really know what we were going to end up making, but we knew we wanted it to be something creative and joyful. Something that makes us feel good, and hopefully you too. Right now we're a tiny team of seven, with big hearts and even bigger ideas.

[www.glowmade.com](http://www.glowmade.com)

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