Sahara Penguins:

Factsheet:
Developer:
Sahara Penguins
Based in Curitiba, Brazil

Founding date:
2011

Website:
saharapenguins.com

Press / Business Contact:
saharapenguins@gmail.com

Social:
Facebook
Twitter

Releases:
COLD TRAIL

Phone:
+55(21)99918-6295

Description
Brazilian game producer Rudá Moreira is Sahara Penguins, a studio that counts with several repeating collaborators. Rudá is responsible for co-founding Sahara Penguins, actively building the ecosystem of RING (Encontro de desenvolvedores de Jogos do Rio de Janeiro) from Rio de Janeiro and CURIN from Curitiba, and producing the game Cold Trail.

History
The start:
January 2011 Rudá made together with Rachel and some folks his first game, at Global Game Jam. The game itself didn't work after the 48h. It was a real mess. But it was fun! They had never made anything by themselves, or used art software for a purpose bigger then practicing, or met so many people with the same interests in such short time! They had no idea they could actually make a game!

And so:
Since then, Sahara Penguins has developed many games and is quite proud as it can see improvement. Rudá still fell like a long way from making something that actually shows what Sahara's capable of. So after, some time away from a fixed team and working on building a better local game development scene with some other studios from Rio de Janeiro (making RING happen in 2015), Rudá went to Curitiba (to make CURIN happen in 2016) and now is a one-man studio that counts with several repeating collaborators.
Recently, Sahara Penguins is going for authorial games and made Cold Trail, a game about penguins, secret agents and push block puzzles!

Projects
COLD TRAIL

Videos
COLD TRAIL Trailer

Images
screenshots from sahara penguins
There are far more images available for Sahara Penguins, but these are the ones we felt would be most useful to you. If you have specific requests, please do contact us!

Logo & Icon:
zip

Awards & Recognition:
promoterapp

Selected Articles:
promoterapp

REPEATING COLLABORATORS:
RACHEL FREIRE:
Concept and 2D Artist
Writer

EMERSON ROSA:
Artist
Programmer

RODOLFO COSTA:
Programmer

EDUARDO ZOLHOF:
Composer
Sound Engineer/Designer

IAN QUINT:
Level Designer
Writer

BRUNO MORAES:
Pixel Artist God

MATHEUS VILAÇA:
Concept and 2D Artist
Sound Designer

GABRIEL FERREIRA:
Marketing

DANILO COSTA:
Marketing

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Twitter

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Web
saharapanguins.com

COLD TRAIL:

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Developer:
Sahara Penguins
Based in Curitiba, Brazil

Release date:
Due to march 2017

Platforms:
Itch.io (PC - Web)

Website:
itch.io/coldtrail

Regular Price:
FREE!

Social:
facebook page

Description
COLD TRAIL is a game about penguins, secret agents and push block puzzles! The player controls a penguin who turns out to be a secret agent from the U.S. government. Its role is getting past the ice block puzzles and finishing them with a good punctuation to open new levels and unfold the story. Unlike Sokoban games, the goal is not to place blocks correctly, but rather push them out of your way in order to reach the other side. This game is for people who are stressed, trying to challenge their intelligence (semi-hardcores), or literally for those with time inside the bathroom (casual). COLD TRAIL is available now for web browsers on itch.io.

History
Who made this?
Brazilian game producer Rudá Moreira is Sahara Penguins, a studio that counts with several repeating collaborators. Rudá is responsible for co-founding Sahara Penguins, actively building the ecosystem of RING (Encontro de desenvolvedores de Jogos do Rio de Janeiro) from Rio de Janeiro and CURIN from Curitiba, and producing the game Cold Trail.

The Development
The game was made by Emerson Rosa, Ian Quint, and Danilo Costa for their first workshop class of Construct2. It went really well for a first C2 game made by them. They decided to make it a shipped product and rebuild it with more care. Rudá arrived in the middle of the project to help with project management and producing the whole publication and end project in C2.

Features

- Push blocks (Sokoban style) and reach the other side of the room!
- Isometric cute view.
- Touch-enabled for penguin movement.
- Fast relaxing puzzles. But do not underestimate it!
- Skins for the main character matching game's cute art style.
- Funny storyline premise. President is a crazy fella.
- Twisted mechanics from a standard Sokoban game.

Videos
COLD TRAIL Trailer

Images
screenshots from coldtrail
zip

Logo & Icon:
zip

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me@website.com, writing for company name would like to request a press copy

Alternatively, you can always request a press copy by sending us a quick email.

Monetization Permission
Sahara Penguins allows for the contents of Cold Trail to be published through video broadcasting services for any commercial or non-commercial purposes. Monetization of videos created containing assets from Cold Trail is legally & explicitly allowed by Sahara Penguins. This permission can be found in writing at http://.

Additional Links

>Itch.io Page<
Play here

>Official Site<
Home of the Penguins

>Devlog<
How was and how are being developing this game

About Sahara Penguins

Who
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More information
More information on Sahara Penguins, our logo & relevant media are available here.

COLD TRAIL Credits:
RUDÁ MOREIRA:
PR and Producer
Crowdfunding Consultant

EMERSON ROSA:
Artist
Programmer

IAN QUINT:
Level Designer
Writer

DANILO COSTA:
Marketing

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