



Quest for Glory Creators Return to Kickstarter with Bolt Riley - a Reggae Adventure Game

Become a Reggae legend in a new point and click adventure game co-designed by Lori and Corey Cole.

Tel-Aviv, Israel - October 25, 2013 – Creators of the Quest for Glory series, Lori and Corey Cole, have teamed up with independent game studio Adventure Mob to create “Bolt Riley - A Reggae Adventure”, and return to Kickstarter to raise the funds required to finish production of the game which has been mostly produced with internal funding.

Bolt Riley is a classic 2D point and click adventure game where you play as Bolt Riley, a poor boy from Trenchtown, Jamaica, on his pathway to stardom. Bolt is struggling to survive and has to deal with a gang of Rude Boys. You go through a journey of self discovery, of love, friendship, and inspiration. It's a journey where you are introduced to Reggae music, form your band, get inspiration, write and produce your songs and even perform them. The story consists of different chapters each focusing on a different aspect of Bolt Riley's passage into becoming a Reggae legend. This is the true story of the underdog who breaks out and becomes a worldwide sensation.

“Music has always been an important part of our lives, and we grew up with the growth of Reggae, so we jumped at the opportunity to help design this game,” said Lori and Corey Cole, “This story touches upon some very important issues, such as dealing with racism, bullying, oppression and violence. As Bolt Riley, the player follows an alternative path of peace, love, and friendship while solving puzzles and helping people.”

“It's a great honor to be working with legendary adventure game designers Lori and Corey Cole,” said Oded Sharon, CEO of Adventure Mob. “Their contributions to the design, story, and puzzles in the game were unparalleled by any collaborators I have worked with in the past, and I am humbled by the experience. I'm confident that both existing Adventure Game enthusiasts and a new generation of games and Reggae music fans will find this game delightful and inspiring.”

The game features hand drawn 2D background artwork and hand drawn cel animation. It combines all the elements of a classic point and click adventure game and includes funny dialog puzzles, exploration, wacky inventory items, and of course, a rope. Another interesting feature is the introduction of a sort of second inventory, where Bolt can use special Inspirational powers he learned during his journeys. This is similar to how spells worked in the later Quest for Glory games, where you had a separate inventory for spells. The game will have voice acting by professional voice actors, and an original Reggae music soundtrack.

Work on Bolt Riley began in November 2011 with the formation of Adventure Mob, and right now is in an advanced stage of production. The company hopes to gain the necessary funding to finish production through Kickstarter.

"I'm a huge believer in crowdfunding and Kickstarter is a great alternative to traditional fundraising," Sharon added, "With so many success stories for adventure game developers, we are confident that this is the wave of the future, giving consumers the ability to support games that might not be created otherwise. I have personally backed over 140 crowdfunding campaigns myself."

To back Bolt Riley on Kickstarter, please visit: <http://bolt-riley.com>

Bolt Riley's Press kit is available at: <http://bolt-riley.com/press>

About Lori and Corey Cole

Lori and Corey Cole have been making and playing games for... let's just say, "forever".

At Sierra On-Line, they created one of the first hybrid graphic adventure/role-playing games. The award-winning Quest for Glory was one of Sierra's most successful game series. Corey's Castle of Dr. Brain puzzle adventure game was another top-selling, critically-acclaimed game that spawned a successful series. Exactly one year ago, they have successfully raised over \$400k for Hero-U, and now return to Kickstarter with Bolt Riley.

The Coles designed the second chapter of Bolt Riley, in which Bolt has to assemble his band, get instruments, and find the inspiration for his songs, and took an important role in designing the rest of the game.

About Adventure Mob

Adventure Mob is an independent game studio focused on the development of adventure games for all platforms. Based in Tel-Aviv, Israel, Adventure Mob utilizes the best and most brilliant Israeli artists, designers, and programmers, and unique technology to enable rapid and high quality adventure game development. The team is composed of Israel's best and brightest, including top of their class graduates from Israel's best school for visual arts, programmers from an elite unit in Israel's intelligence corps called 8200, and legendary game designers.

Adventure Mob was founded in June 2011, by Oded Sharon and Oran Bar-tal and is a sister company of Corbomite Games, that has been producing adventure games and cross platform titles including Zbang, Pizza Morgana and Star Shipping Inc. for several years now.

For more information on Adventure Mob, visit: <http://adventuremob.com/>

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