

knotmania



Factsheet

Developer:

2 Think

Based in Milan, Italy

Release date:

26 January 2016

Website:

knotmania.eu

Platforms:

iOS

Regular price:

\$2.99

Languages:

en, jp, it

Description

Knotmania is an 3D arcade physics puzzle game about the exploration of an alien structure of rooms inhabited by the "*Strings*".

The *Strings* knots emit energy that runs the structure, in order for the exploration to go on, one needs to stop the energy by unravel the knots.

The core mechanic centers around a unique gameplay mixing puzzle and arcade, where **the puzzle itself is a living creature**.

The player need to master his **multitouch skill** for stilling the rebel Strings in order to untangle them.

History

The idea behind **Knotmania** was born from one of those life's little nuisances: untying the earphones strings from a **giant Gordian knot** formed in my pocket.

Reading about this phenomenon in the "Spontaneous knotting of an agitated string" paper, became the **inception of Knotmania**.

We wanted to give life to these magical strings.

Discovery

- **76 rooms and knots** each flavored with unique concept, atmosphere and music.
- Dynamic sounds effects by **Fractures Audio**: a soundscape that reacts to your play.

Innovation

- **procedurally abstract geometry** rooms
- **procedurally** generated **knots**
- in-house **physics simulator of knots**
- **AI for behaviors**

Challenge

- **Arcade Mode**: The time is limited! Use fewer gesture for a better score.
- **Zen Mode**: No time constraint, focus on puzzle!

Key Feature

- Designed for touch screen: **multitouch controls**
- Physically realistic **realtime soft shadows**.
- Share Progress on Social Networks: **Twitter, Facebook, Weibo**.
- Compete with your friends on GameCenter in 3 leaderboards: **Score, Levels, Golden Tangle**
- Sync progress across all your devices using **iCloud**

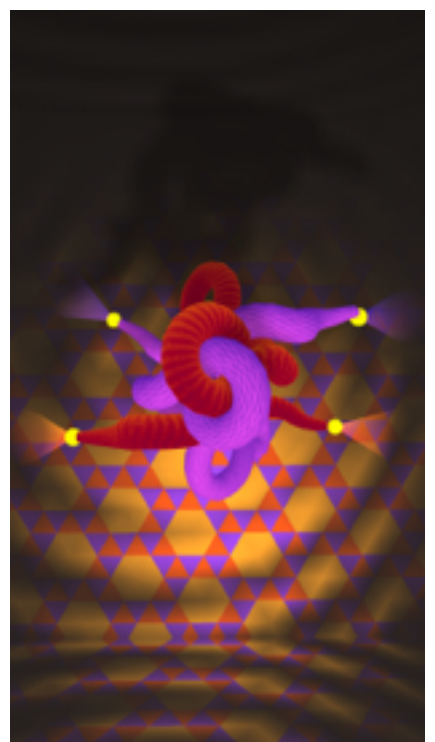
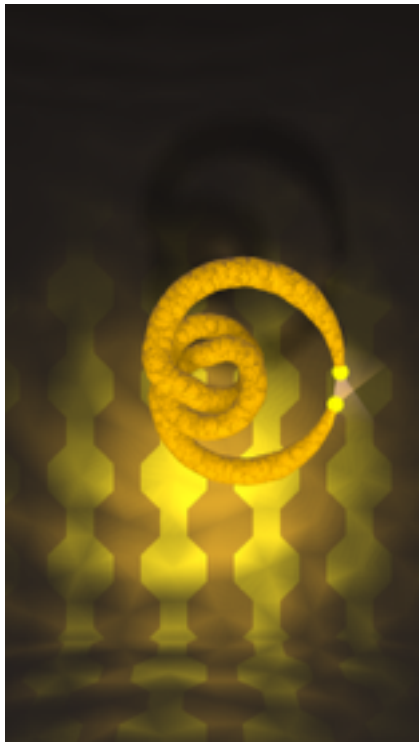
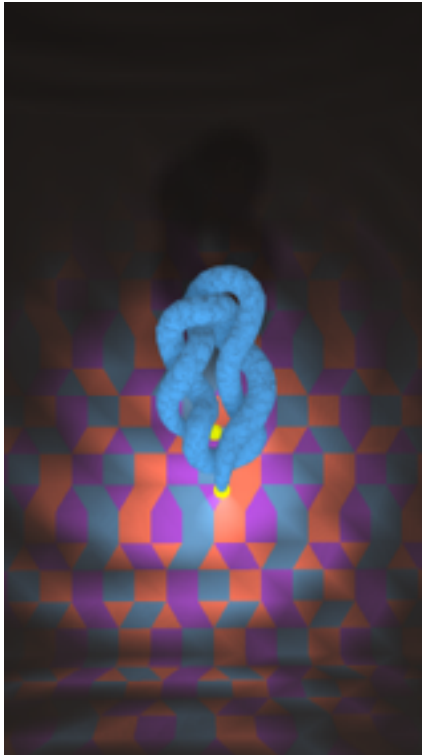
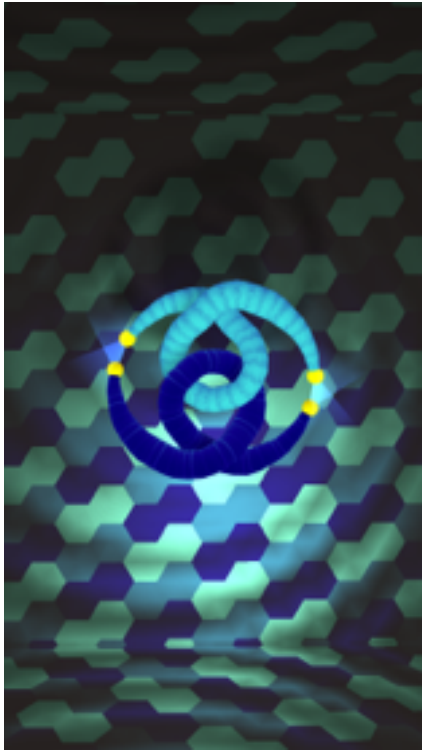
Future

- French Localization
- German Localization

Videos:

- [Official Trailer](#)
- [App Preview](#)
- [Gameplay](#)

Screenshots:



Reviews

- ◆ [TouchArcade - Dotson C. "It's certainly a unique experience to behold" 4/5](#)
- ◆ [AppleNApps - Sherida T. "Great 3D puzzle challenge | High quality physics engine" 4/5](#)
- ◆ [Indie Game Enthusiast - "It adds an engaging vibe akin to an unearthly nature documentary"](#)

Podcasts

- ◆ [AppleNApps/AppAddict: "Episode 168: Untangling #Apple Inc.'s Highlights"](#)
- ◆ [Games In the Pocket - Cédric H.: "Knotmania qui sera: Des news dans tes Oreilles"](#)

News

- ◆ [PocketGamer – Renaudin C.: "Lovely puzzler Knotmania lets you play with alien tentacles"](#)
- ◆ [TouchArcade - Dotson C.: "Untangle Weird, Tangled Worms in Knotmania"](#)
- ◆ [PocketGamer - Priestman C. Prepare to untie creepy snake-things when Knotmania arrives in January](#)

Dev Blog

- ◆ [Gamasutra: "Knotmania Diary: Learn to untie a Gordian Knot"](#)

Recognitions

- ◆ Very Big Indie Pitch Selection - Helsinki 2015
- ◆ Indie Prize Selection - Casual Connect Amsterdam 2016

Boilerplate

2 Think is an newcomer Italian indie game studio crafting a procedural world, one triangle at a time.

"With this game we wanted to take a familiar concept and an everyday experience – the knot – and project it in a sci-fi environment, alive to be able to interact with it." **Roberto Capuano**

"We think that that H.R.Giger alien like inspired forms would be perfect for our strings design so we took it to the next level by adding the cool horn endings throwing light out and creating a Pixar Lamp-like effect." **Loana Furcoi**

Credits

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