QUANTUM MOTOSOFT

>SOLITUDE STATION

Brisbane, October, 2015 - Solitude Station presents dark and ominous game play in a new light. Tasked with escaping a deteriorating station the player must navigate through the sinister ship in an attempt to complete puzzles to not only find out what happened but to get home.

"I was never bored, there was always something to do. The game play is really engaging and some parts i lost myself in the game" - Play tester

The atmosphere and dark crowded rooms, corridors and vents increase tension as players navigate their way through the decaying station. Jarring sounds of creaking metal and rogue robots set the tone as players master diverse mechanics. The puzzles add new and interesting mechanics and make for engaging and immersive gamplay.
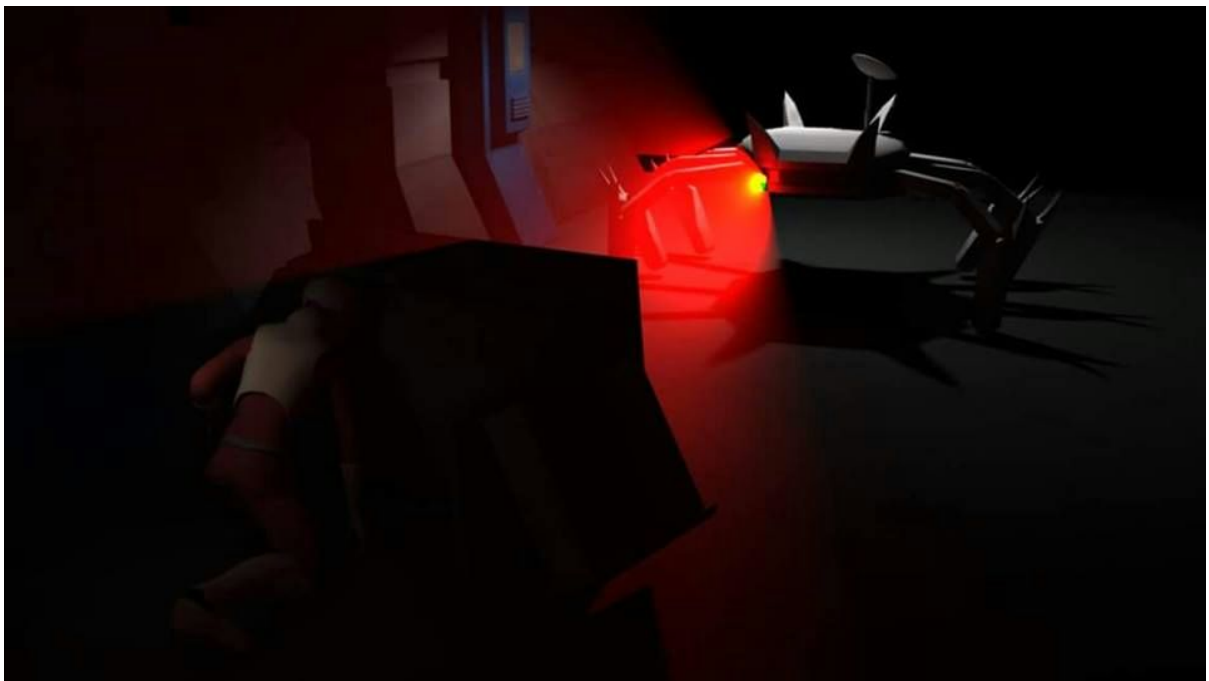
Get our game here: ***http://www.indiedb.com/games/solitude-station***

About Quantum Motosoft:
Quantum Motosoft is a team of five Ameture developers, coders, animators and designers learn more at: Facebook/SolitudeStation OR follow our development blog for inside information and design process at: http://solitudestationgame.tumblr.com/

Press Contact:
Name: Quantum Motosoft
Email: quantummotosoft@gmail.com

Promotional Images / Logo

RADIO TRANSMISSIONS AND SITE DO...

Entire compiled chat log for discovery event

OAI: Onboard Ship AI
PRT: Planetside Recon Team
ARA25: Research Drone 25

06:23 (PRT): ✗static✗...itude station, this is recon
team requesting immediate assist ✗static✗

06:23 (OAI): >Recon team please repeat

:24 (PRT): Solitude, send a research team. We found a
✗static✗... not natural. repeat not
naturally for...✗static✗

(OAI): >Affirmative.
>Research team despatched to your location
>ARA25 have you reached site two yet?

RA25): >SITE TWO REPORT
>UNDERSEA CHASM CONTAINED STRUCTURE
>EMITTING UNKNOWN SIGNAL
>TRANSMITTING IMAGES

>SOLITUDE STATION

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