

## WRITING SAMPLES – KEGAN SANCHEZ

### BIG FISH GAMES

Marketing Bullets (circled in red)



**Exclusive**  
**Halloween Stories:  
Invitation Collector's  
Edition**  
★★★★★  
See 28 Reviews | Submit Your Review  
PC | Also available on ▾  
Hidden Object

**Play Now**  
Download the free trial

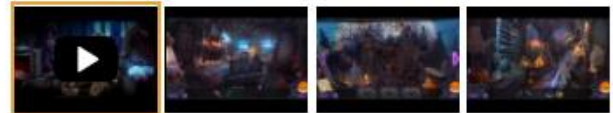
Free sample version  
(389.48 MB)

If this is your first time downloading a game from Big Fish, our handy Game Manager app will install on your computer to help manage your games.

**Buy Now**  
Get the full version

Full version game  
~~\$19.99 USD~~

👑 \$13.99 USD or 2 credits



**Big Fish Editor's Choice!** This title was selected for its exceptional quality and overwhelmingly positive reviews from our Game Club beta testers.

**Elephant Games**, the creators of *Grim Tales* and the top-selling *Christmas Stories* brands, proudly present their bone-chilling new Halloween brand!

You and your best friend, Joe, have been invited to the coolest Halloween shindig of the year! When you arrive at the appropriately creepy mansion, the party is in full-swing – the jack-o-lanterns are lit, the guests are dancing up a storm... But things quickly take an ominous turn when you realize the entire thing was a setup to trap you inside the house. Now you find yourself being hunted by a group of dark and mysterious figures. Whatever it is they want with you, you'd rather not find out. Can you escape with Joe before they catch you? Find out in this thrilling hidden-object puzzle adventure game!

#### See what our Beta testers had to say:

"This will be a great game for Halloween. Spooky, lots of things jumping out at you and creepy scenes and music. I'm not normally a fan of scary movies or scary games but I think I'll be buying this one." - Jacob, Beta Tester

"I really enjoyed this game! The graphics are amazing and the storyline is great. The game even made me jump twice! This one could be a year end winner!" - Ashley, Beta Tester

- Conduct a séance and stop a monster in the bonus game!
- Collect creepy figurines and picture fragments.
- Enjoy exclusive wallpapers, art, and music!
- Never get lost with the strategy guide!


#### Game System Requirements:


OS: Windows XP/Windows Vista/Windows 7/Windows 8/Windows 10  
CPU: 1.6 GHz  
RAM: 1024 MB  
DirectX: 9.0  
Hard Drive: 1140 MB

#### Big Fish Games App System Requirements:

Browser: Internet Explorer 7 or later

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**Exclusive**  
**Moonsoils: Echoes of the Past Collector's Edition**  
 ★★★★★  
[See 37 Reviews](#) | [Submit Your Review](#)  
 PC | Also available on   
 Hidden Object


**Play Now**  
Download the free trial


Free sample version  
(484.38 MB)





If this is your first time downloading a game from Big Fish, our handy Game Manager app will install on your computer to help manage your games.

**Buy Now**  
Get the full version

Full version game  
\$ 49.99 USD

 **\$ 13.99 USD or 2 credits**



**Mad Head Games**, the creative minds behind *Rite of Passage* and *Beyond* proudly presents their thrilling new series: *Moonsoils!*

You and your nephew Isaac are excited to bring your wares to the Victory Day Festival. But your plans are interrupted when a strange vessel falls from the sky! When Isaac becomes trapped inside, it's up to you to free him! This won't be an easy task, as an otherworldly foe has more destructive plans in mind. Can you use new technologies and abilities to save Isaac and the world in time? Find out in this stellar hidden-object puzzle adventure!

- Stop a deadly virus in the bonus game!
- Find many collectibles and morphing items.
- Enjoy stunning music, movies, and wallpapers.
- Play effortlessly using the Strategy Guide!

**Game System Requirements:**  
 OS: Windows XP/Windows Vista/Windows 7/Windows 8/Windows 10  
 CPU: 2.5 GHz  
 RAM: 1024 MB  
 DirectX: 9.0  
 Hard Drive: 693 MB

**Big Fish Games App System Requirements:**  
 Browser: Internet Explorer 7 or later

### In-game Text (One edited chapter from Moonsoils: Echoes of the Past Collector's Edition)

; Spacecraft	Dialogue
spacecraft:bbt_come_back	"Come back here!"
spacecraft:bbt_dizzy	"Ugh... I feel so dizzy... Isaac... Who is that?"
spacecraft:bbt_electricity	"The crackling sound stopped. It must've worked!"
spacecraft:bbt_energy	"{+elonian_holo}Be alert. The energy emitted by our devices may affect alien technology in unexpected ways."
spacecraft:bbt_find	"I'm almost there, Isaac."
spacecraft:bbt_follow	"Who are these people? Maybe I can follow them."
spacecraft:bbt_liftoff	"Energy core activated. Safety protocols initiated. Emergency evacuation in progress. Commencing liftoff."
spacecraft:bbt_ok	"Isaac! Oh, my poor boy. What happened to you?"
spacecraft:bbt_wondering	"What an unbelievable place! I feel like I'm losing my mind."
spacecraft:bbt_yeah	"So that's why Isaac's aircraft went berserk."
spacecraft:dlg_abduction_10	"That traitor didn't survive the crash. Blacksands will be pleased."
spacecraft:dlg_abduction_20	"The ship even managed to capture an experimental subject. Let's deliver it to him."
spacecraft_ho:bbt_uniform	"Maybe I can find a uniform in here."
zs_cutoff:sub_cutoff_01	"Isaac? Are you all right?"
zs_cutoff:sub_cutoff_02	"No!"
zs_fainting:sub_fainting_01	"What's happening?"

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zz_mini_spacecraft_compartment:bbt_better	"I'm getting the hang of this new technology."
zz_mini_spacecraft_compartment:dummy_use_use_item_ch1_maintanance_key	"This must be the kind of lock that requires a key."
zz_mini_spacecraft_compartment:dummy_use_use_item_ch1_working_lamp	"I can't see in the dark."
zz_mini_spacecraft_compartment:puzzle_info	"Select and drag between the circles on the grid to create the pattern shown above in the clue."
zz_mini_spacecraft_fuse:bbt_broken	"I'll have to fix this."
zz_mini_spacecraft_fuse:dummy_use_use_item_ch1_fuse	"There should be some spare parts around here."
zz_spacecraft_console:bbt_afraid	"Don't be afraid. The glove will help you understand our writing. Just follow its signals."
zz_spacecraft_console:bbt_blacksand	"Another one of those visions. Was that a message to the woman I just met?"
zz_spacecraft_console:bbt_hologram	"{+blacksand_holo}You will pay for turning against your own kind. Cut the power to her engines!"
zz_spacecraft_console:bbt_human	"A human specimen should be transported to the laboratory in the least stressful way. The cocoon will keep the specimen stable."
zz_spacecraft_console:bbt_plan	"This looks like some kind of plan. I wish I understood it."
zz_spacecraft_console:bbt_visions	"Unbelievable! The visions from the machine... I knew something like this had to exist."
zz_spacecraft_console:bbt_what	"I can't imagine why Isaac would be the subject of an experiment."
zz_spacecraft_console:bbt_where	"Hey, stop!"
zz_spacecraft_console:bbt_why	"I wonder why Isaac's aircraft flew here."
zz_spacecraft_console:dummy_use_use_item_ch1_brass_piece	"Whatever belongs here must be nearby."
zz_spacecraft_console:dummy_use_use_item_ch1_core_buckle	"I think I'll need some buttons to get this open."
zz_spacecraft_console:iz_bird	"Isaac's aircraft seems to be a magnet for these things."
zz_spacecraft_console:iz_fuse	"There's something sealed inside that sphere."
zz_spacecraft_console:iz_toy	"The aircraft must've been drawn here by something."
zz_spacecraft_console:iz_working	"I can't get it to work anymore."
zz_spacecraft_door:iz_locked	"Ugh... It's locked."
zz_spacecraft_door:puzzle_info	"Rotate the line fragments until they all connect with each other. Select a line fragment to rotate it."
zz_spacecraft_floor:bbt_faulty_wiring	"Hmm... This must be broken."
zz_spacecraft_floor:dummy_use_use_item_ch1_floor_lev er	"I need to find the lever."
zz_spacecraft_floor:iz_shock	"Whoa, I almost got shocked! The energy flow really needs to be repaired."
zz_spacecraft_trunk:bbt_battery	"It looks like it's beyond repair. I'll need some new parts."
zz_spacecraft_trunk:bbt_boy	"Hang in there, Isaac. I'll find a way to free you."
zz_spacecraft_trunk:bbt_false_battery	"It doesn't fit here. I think I'll need some stones."
zz_spacecraft_trunk:dummy_use_use_item_ch1_power_c ore	"The other parts will probably need to be replaced."
zz_spacecraft_trunk:invalid_use_use_item_ch1_power_co re_item_ch1_fuse	"I'll need to find some stones somewhere."
zz_spacecraft_trunk:iz_still_alive	"He's still alive. I have to get him out!"



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### STUDENT FINANCIAL SERVICES

#### Flyers/Newspaper Ad



**the Game of LIFE**

**DON'T LET YOUR FINANCES GO UP IN SMOKE!**

**Wanna Play**  
A life-sized version of the Game of Life?

April 20th 2017  
Smith Ballroom  
6 - 9 pm

Free Dinner with RSVP!

RSVP at: [pdx.edu/student-financial/fwc-events](http://pdx.edu/student-financial/fwc-events)

**FWC**  **Portland State UNIVERSITY**



**SAVE SMARTER, PLAY HARDER.**

**4/20**



APRIL IS FINANCIAL LITERACY MONTH. JOIN THE FINANCIAL WELLNESS CENTER WITH AN INSTAGRAM CONTEST AND A GAME OF LIFE EVENT. FREE FOOD, DRINKS, AND CHILDCARE INCLUDED WITH EVENT RSVP: [PDX.EDU/STUDENT-FINANCIAL/FWC-EVENTS](http://PDX.EDU/STUDENT-FINANCIAL/FWC-EVENTS)



**Instagram Photo Contest**

Post a picture of how you save money and **#PSUFWC** for a chance to **WIN A \$250 AMAZON GIFT CARD!**  
Current PSU students only

**CONTEST RUNS:**

**APRIL 3RD** → **APRIL 18TH**

Find us online for contest rules & details.

**FWC**  **Portland State UNIVERSITY**

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## WRITING SAMPLES – KEGAN SANCHEZ

### Facebook Ad Campaign

 **PSU Student Financial Services** shared their event.  
Sponsored (demo) · 🌐

Looking for free dinner, swag, and fun? RSVP now at: <https://fwc-gameoflife.eventbrite.com> ✓



**APR 20** **The Game of Life: Don't Let Your Financ...**  
Thu 6 PM · Smith Memorial Student Union · Portland  
1 person going

✓ Going ▼

 **PSU Financial Wellness Center** shared an event.  
Sponsored · 🌐

Save smarter, play harder! Come play a life-sized Game of Life and enjoy free dinner with RSVP: <https://fwc-gameoflife.eventbrite.com>




THU, APR 20, 2017

**The Game of Life: Don't Let Your Finances Go Up in Smoke!**

1 going



### Eventbrite Page

A group of four people are sitting around a table outdoors, playing a life-sized board game. The game board is colorful and features various life scenarios. The people are smiling and engaged in the game. The background shows a building and a railing.

© Kegan Sanchez 2017

APR 20

**The Game of Life: Don't Let Your Finances Go Up in Smoke!**

by Financial Wellness Center at Portland State University

Free

Sales Ended

[DETAILS](#)

**DESCRIPTION**

Are you a Portland State University student? Would you like to play games and win prizes? You're invited to the Financial Wellness Center's Game of Life event!

Come enjoy free food and drinks (vegan and vegetarian options available) included with your RSVP and play a life-sized Game of Life. Instagram contest winners will be announced and childcare from Little Vikings will be available for students attending the event.

**DATE AND TIME**

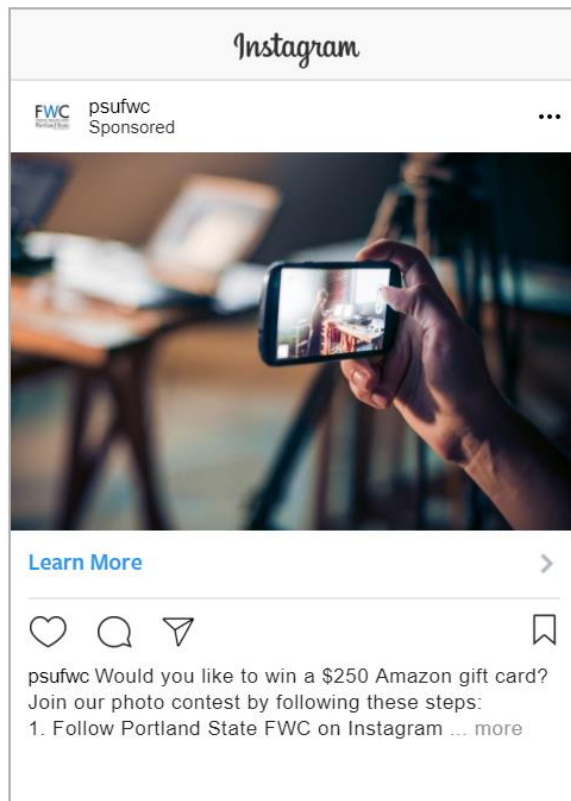
Thu, April 20, 2017  
6:00 PM – 9:00 PM PDT  
[Add to Calendar](#)

**LOCATION**

Smith Memorial Student Union  
1825 Southwest Broadway  
SMSU 355  
Portland, OR 97201  
[View Map](#)

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### Instagram Contest



#### Full Text and hashtags:

Would you like to win a \$250 Amazon gift card? Join our photo contest by following these steps:

1. Follow Portland State FWC on Instagram @psufwc
2. Post pictures of creative ways you save money
3. Include hashtag #psufwc

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We're excited to see what you come up with! Contest runs until 4/18 at 11:29 PM. Winners will be announced at our Game of Life event on 4/20.

\* Click the 'Learn More' link or link in our bio for full contest rules and details.

\*\* Must be a current PSU student to win.\*\*

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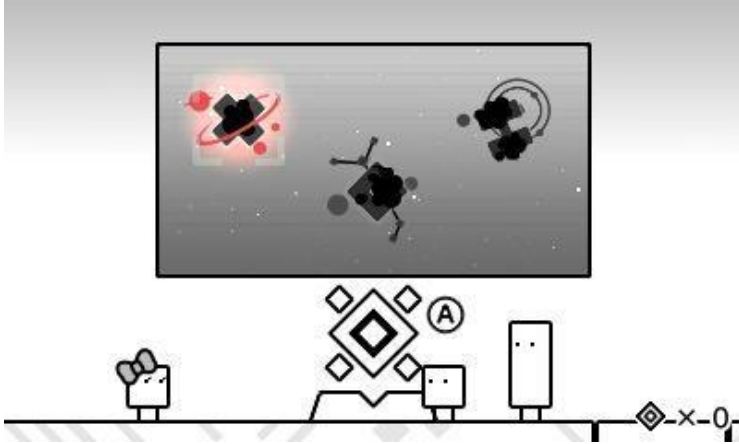
#psufwc #portlandstate #portlandstateuniversity  
#financialwellness #financialliteracy



### Review: Bye-Bye BoxBoy! (3DS)

**Rating:** 8/10; **Developer:** HAL Laboratory; **Publisher:** Nintendo;

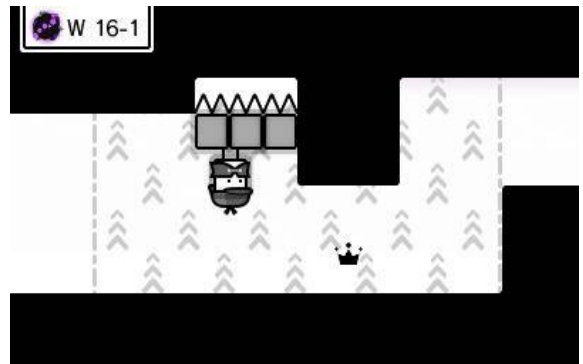
**US Release:** 4/12/17; **Genre:** Puzzle Platformer; **MSRP:** \$4.99 via Nintendo eShop



Bye-Bye BoxBoy! is the third and final installment in the BoxBoy! puzzle platformer trilogy where players can control a square-shaped character named Qbby who creates connected boxes to overcome various obstacles. The first BoxBoy! game was released in 2015, and the sequel, BoxBoxBoy!, was released in 2016. This time, Qbby and his team travel to distant planets in the Box Ship to destroy black clouds of smoke and save the Qbabies.

The BoxBoy! series itself bears a close resemblance to a graphing calculator game released in the late 90's called Block Dude. Although Block Dude allows players to control a stick figure instead of a walking box with eyes, both are recognized as monochromatic puzzle games relying on the manipulation of boxes. Both games are easy to play and can quickly become addictive, making them both excellent ways to pass the time or goof off in math class (although only one is easy to get away with).

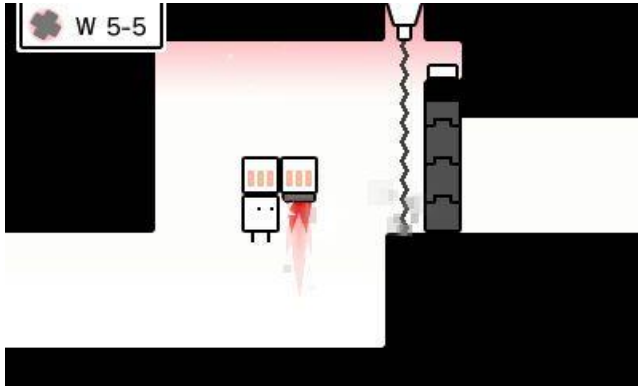
Bye-Bye BoxBoy! maintains the simplistic charm of the BoxBoy! series, even with the splashes of color that characterize each planet. Black, white and gray geometric shapes provide a zen-like backdrop while plain menu text and minimal accents allow the puzzles to dominate. With light and airy tones setting the mood of each world, game play is an enjoyable and relaxing experience. Sharing memorable levels and challenges is also easier now with a new in-game camera button.



Just like the previous titles in the series, playful costumes and comics are available to unlock in the mini shop, as well as music and challenges. Amiibo characters can also be used to further customize Qbby's costumes. Using the new Game Boy theme creates a satisfying vintage feel, as this is exactly the type of game you can imagine being released on the classic handheld console. The game's beeps and boops are very reminiscent of the Game Boy's 8-bit sounds.



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Boxrockets, bomboxes, warpboxes, and remoteboxes are all delightfully inventive powers new to this release. They're fun to use and experiment with, but are utilized much too sparingly. Qbabies are also a great addition, yet are only present in a handful of levels. The creation of challenge levels where new powers and Qbabies could be more fully explored or expanding the usage of them in the main levels would have greatly enhanced the game's replay value. New box powers and the addition of Qbabies are what set this title

apart from the rest of the trilogy, and they deserve much more attention. Short cinematics that guide the storyline are also easily entertaining, although the plot remains a little fuzzy by the end.

This final adventure in the BoxBoy! series is yet another unique puzzle platformer whose simple and creative design allows for playability that is worth far more than the \$4.99 price the game sells for. It's easy enough to play casually and offers a bit of challenge, even for more seasoned puzzle fans. Find out more about the game on the official [web page](#), or download the free demo in the Nintendo eShop and try all three BoxBoy! games at once.

By Kegan Sanchez

