



BIG BLACK BLOCK

G A M E S T U D I O

Press release

Venture – Diaries from the Battlegrounds

BigBlackBlock gives a first insight on its latest title Venture – Diaries from the Battlegrounds. Release 2011

Oberhausen / Germany 2010-11-15 "Push!!! These flanks are weak!!!" might be the first advice the player may hear when entering the game. Thrown into five epochs of human art of warfare the player has to proof his skills in tactics and leadership.

But the player is not on his own. One of the five advisors is always up-to-date with what is happening in each epoch. The designer and illustrator Thijs Bremer created each of the five characters that will help the player to master the game. The freelance artist joined the BigBlackBlock Team on request just after sighting his portfolio. "My Style is 'robotic urban friendly'" – which was more than convincing – "and I'd love to work in the game industry, designing game characters etc.." Thijs Bremer predicates about his work: "I think my work for this project gives a good projection on the themes they should highlight and speak for them selves."

Established in 2005 by Marc André Ueberall, the game studio BigBlackBlock is based in Oberhausen / Germany. BigBlackBlock focuses on various sectors. On the one hand the continuous development of the Microsoft XNA Framework based in-house engine Elder.Core which is the foundation of all further developments. On the other hand the creation of games for Windows based PCs and Xbox 360 consoles. BigBlackBlock released titles such as Brixx and the animago Award 2009 contestant {hi}rollerz.

Press kit: www.bigblackblock.com

Character design: www.thijsbremer.com

Game website: venture.bigblackblock.com

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