

[The icehouse](#), online creators collective, is very pleased to announce a new version of ASA: A Space Adventure by Simon Says: Play!. The game, originally released in January 2013, was greenlit in April 2014 and will be published via Steam as a Remastered Edition, created specifically for the occasion by Simon Mesnard and Andy Rinaldi. We plan to release ASA: Remastered Edition in February 2015.

ASA: Remastered Edition

www.aspaceadventure.fr



In 2057, an astronaut finds a strange Black Cube in Space, and is teleported onto a mysterious spaceship called the Ark. You soon discover that he's not the first astronaut from planet Terra to arrive here: Philip Forte lived through the very same experience in 2011 and, fortunately, left a diary explaining his story. With this help, you visit the Ark, with one single goal in mind: getting back home!

About:

ASA: Remastered Edition is a first-person slideshow adventure game made in tribute to Myst and 2001: A Space Odyssey. Visit a vast spaceship called The Ark, and discover the truth behind the Cubes... You will face challenging puzzles and have to solve them on your own. Exploration and discovery are the keywords for this exotic journey through space. ASA: Remastered Edition is an improved version of the original game that received good reviews and a warm welcome from point & click fans in January 2013.



Why make a Remastered Edition?

ASA: Remastered Edition is exactly the same as the original ASA game, except that we've worked on several new features specifically for the Steam release. Despite our many efforts in the past, the original version had several different issues that could not be resolved, so we decided to restart from scratch with a new game engine!

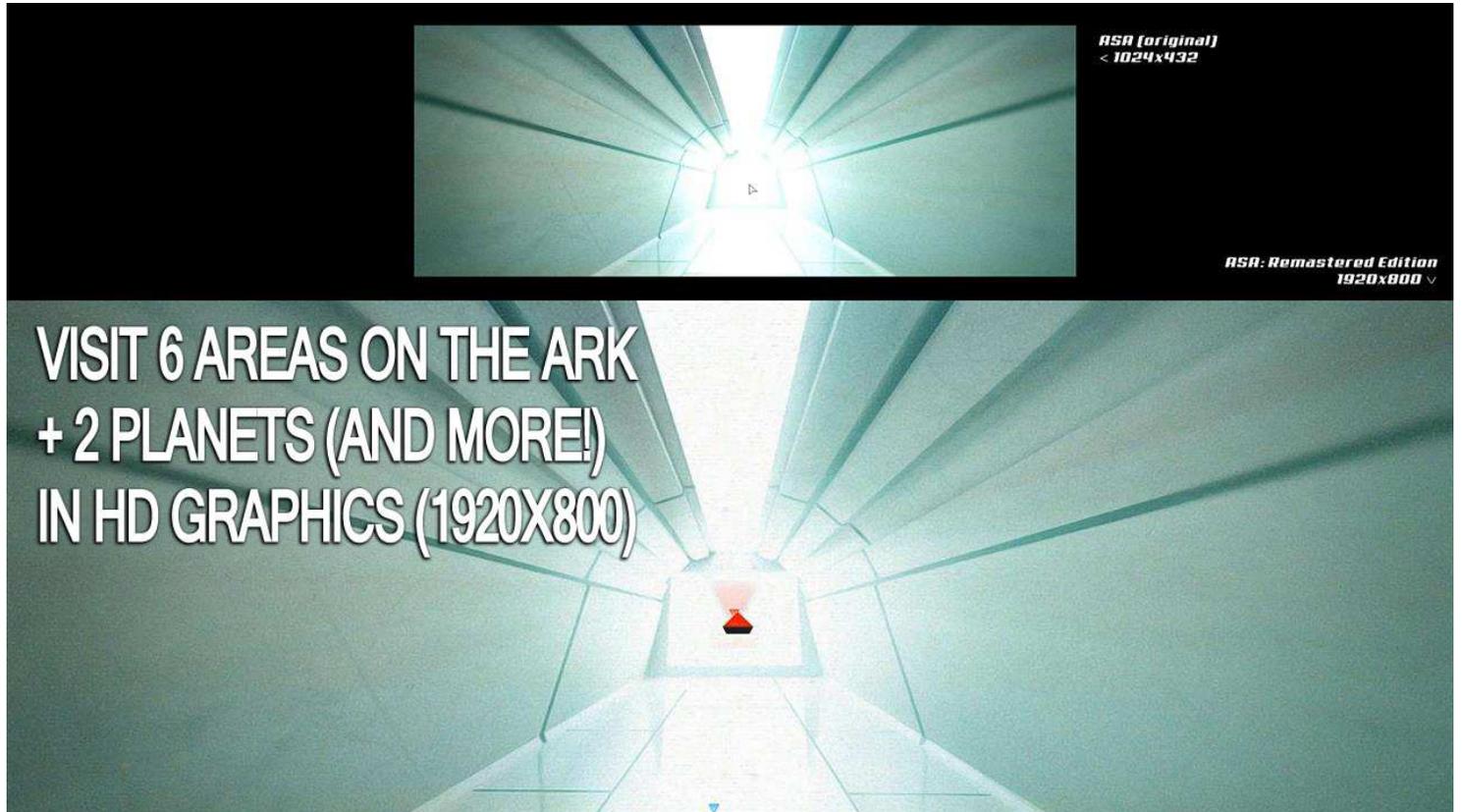
Key features of ASA:

- Challenging puzzles, gameplay reminiscent of games like Myst or Rhem
- Varied environments, aboard the Ark and outdoors
- Up to 10 hours of gameplay
- 2 possible endings
- An immersive and cinematographic journey illustrated with several CG movies
- An original soundtrack by Karreo, composed by Stélian Derenne
- A narrative experience : read the diary of Philip Forte to find clues and help the storyline evolve.

New features of Remastered Edition:

- Play in HD 1920x800 (original version was limited to 1024x432)
- Entirely redeveloped with Visionaire Studio by Andy Rinaldi
- More stability
- We've added some visual aids to help identify the hotspots

- More inbuilt language translations, no need to patch! (English, French, Italian, Spanish and German)
- Available for Windows, Mac and Linux



Summary:

Title: ASA: Remastered Edition
Release: Q1 2015
Available for: Windows, Mac, Linux
Platform: Steam
Category: Adventure, Point & click, Puzzle
Genre: SciFi, Myst-like
Languages: English, French, Italian, Spanish, German

Media:

[Pictures](#) (rar archive)
[Steam Trailer](#) (can be downloaded)
[Comparative trailer](#) (can be downloaded)
[ASA on Steam Greenlight](#)

Catyph:

Author Simon Mesnard is a French indie game developer and CG artist working from home as a freelancer. In 2013 he released ASA (original), and the story will not just stop here! Since the beginning of 2014, he has been working on an all new project: Catyph: The Kunci Experiment. Catyph is another, more ambitious, point & click game, taking place on a moon called Tytaah.

Please visit www.catyph.fr for more info on this project.



About The icehouse :

We are a small collective of indie creators (video games, short films, comics...) trying to bring more visibility to our member artists. Created recently by **Simon Says: Watch! Play!** and **Beckoning Cat** around different ideas that they both share, we already have several games projects that personify us: ASA, Catyph, Chile, Tales...

We would be pleased to get in touch with you about ASA: Remastered Edition, so if you have questions, do not hesitate to contact us!

Best regards,
Simon, Andy and The icehouse members
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www.theicehouse.fr