

**Publisher:** GameSamba  
**Developer:** Mobcast  
**Platform:** Android, iOS  
**Genre:** Puzzle RPG



**Release Date:** November 2016 (Android); Q1 2017 (iOS)  
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*Eighteen (18) takes place in Japan, where a mysterious new illness known as the Sleeping Disease has caused people to fall into sleep, and become trapped in the Dream World.*

*In the Dream World, people take on the appearance that they dream of. For some people, they can control their actions and enter/leave the Dream World at will. These lucky few are known as Divers. Others, are trapped in the Dream World, and their subconscious causes them to fight against the Divers.*

*Inside the Dream World, all environments are created by the Witches, which are created when certain girls fall victim to the disease. These girls, known as sleeping beauties, are the key to discovering the Dream World's secrets.*



## **GAME OVERVIEW**

18 is a puzzle-RPG from Japan, directed by famous puzzle game creator, Tetsuya Mizuguchi (*Lumines*, *Rez*, *Space Channel 5*). The game features “chaining” mechanics rather than traditional swap match-3, and is heavily influenced by JRPGs. With hundreds of stages (each with a story element), and hundreds of unique characters (each with their own backstory), it features depth and strategy unlike many similar RPGs on the market.

## **KEY FEATURES**

- **COLLECT THEM ALL** – Players can collect Divers as they journey through the dream world. Divers range from karate skeletons, to American samurai, to heavy metal rock ‘n roll gorillas. With the Dream World setting, anything is possible!
- **EXPLORE THE WORLD** – Thousands of lines of dialog and visual novel-style cutscenes create a rich backstory, and allow for players to feel as if they are journeying through the Dream World.
- **ANIME FEEL** – With high-quality art, rocking music, and unique stages, the game captures the feel of an anime show in a mobile game.
- **PICK YOUR STRATEGY** – Using elemental strength/weakness mechanics, Diver skills, and Leader skills, players must create parties suited for each challenge, and decide how (and when) to attack their enemies.
- **COMPETE IN TRIALS** – Ranked gameplay modes allow for players to challenge friends, and compete to see who’s the best.
- **EVER-CHANGING EVENTS** – The game’s dynamic event system allows for events to change each week, and for players to explore new areas, with new rule and mechanic changes.