OnionGames

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Onion Games
Game Designer & CEO

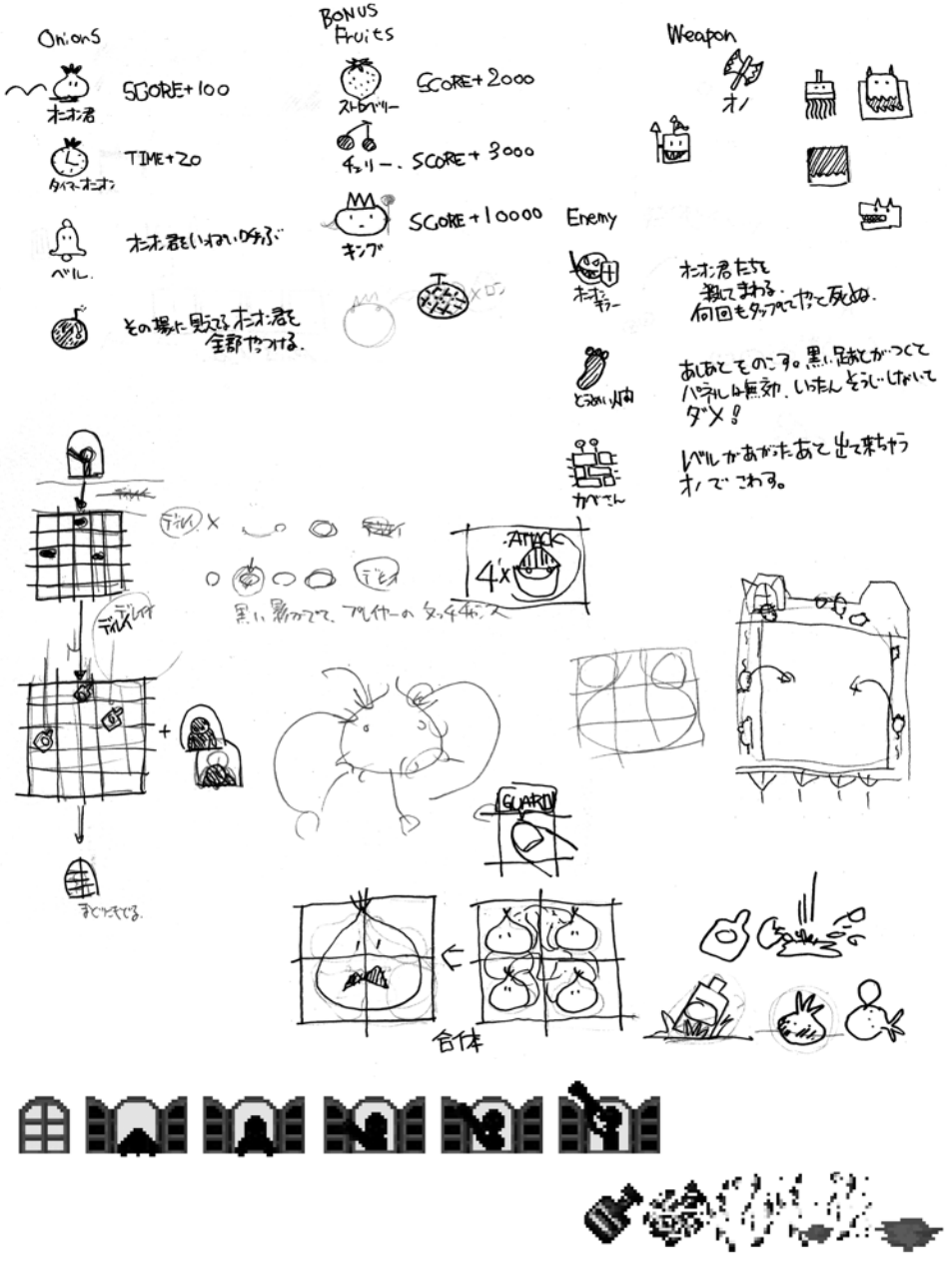
Behind the Scenes at the 'Million Onion Hotel'

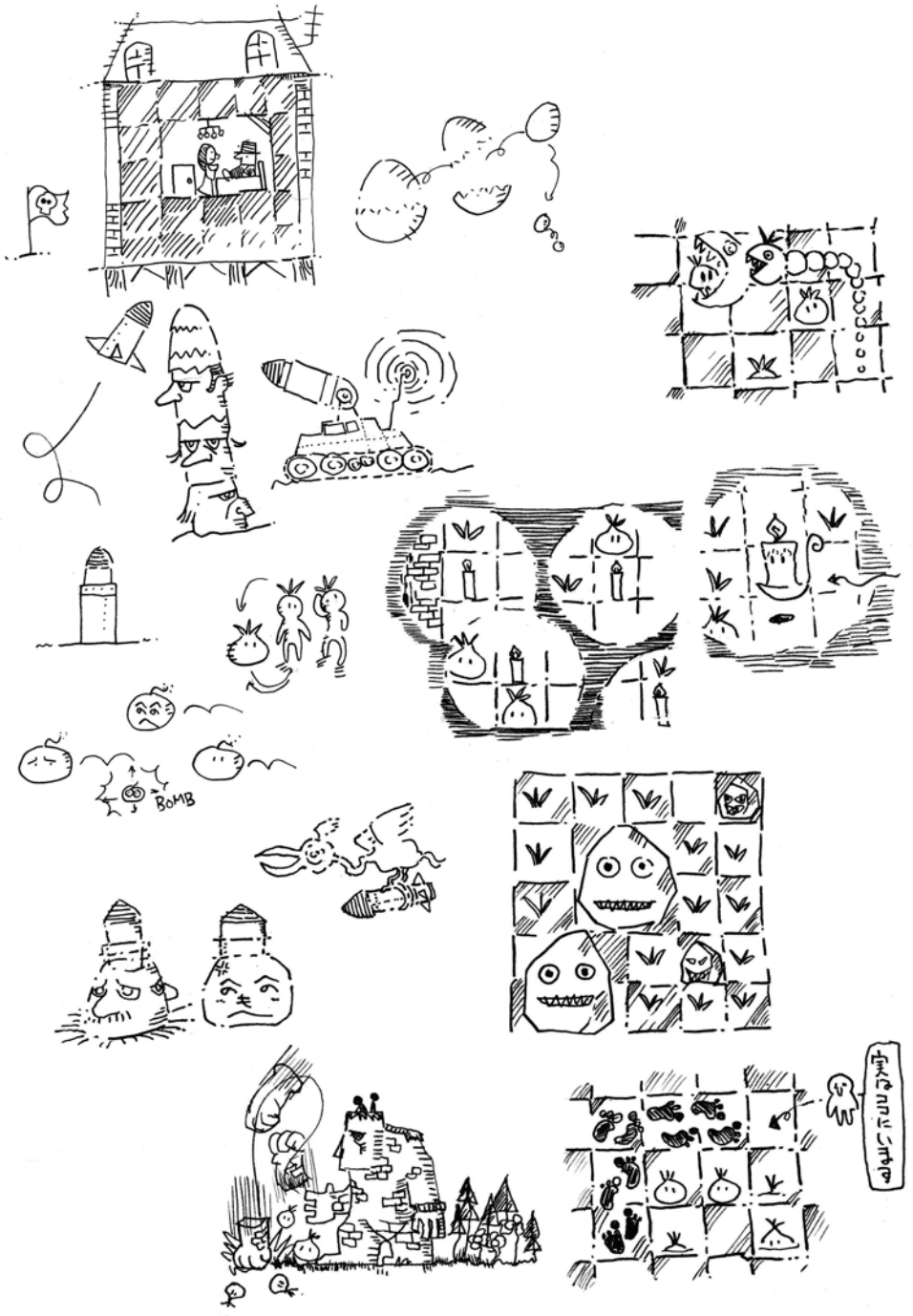
Can small-scale Japanese development compete on the world stage?

ESCAPE

IGF 2012

My game design sketch book





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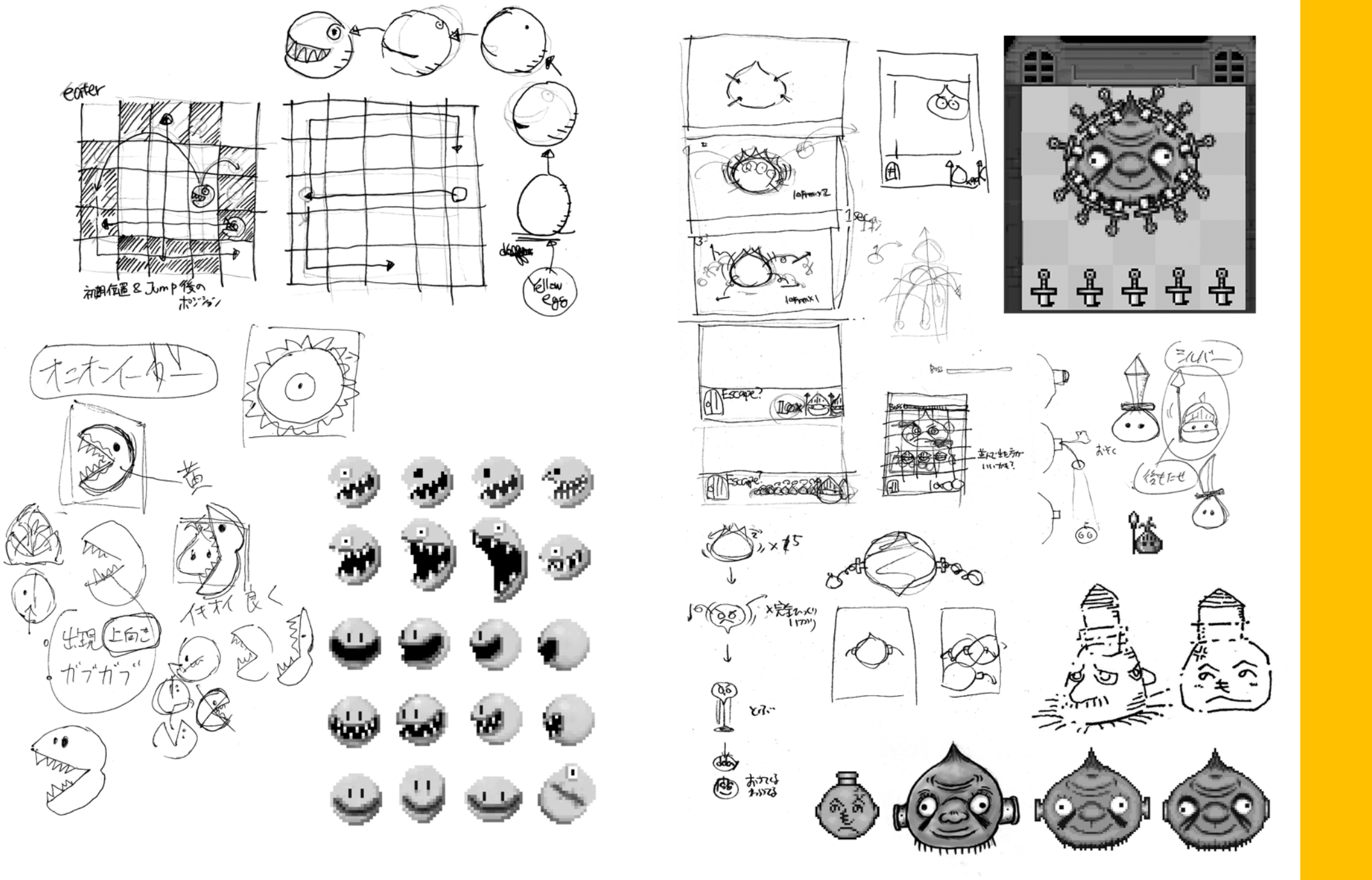

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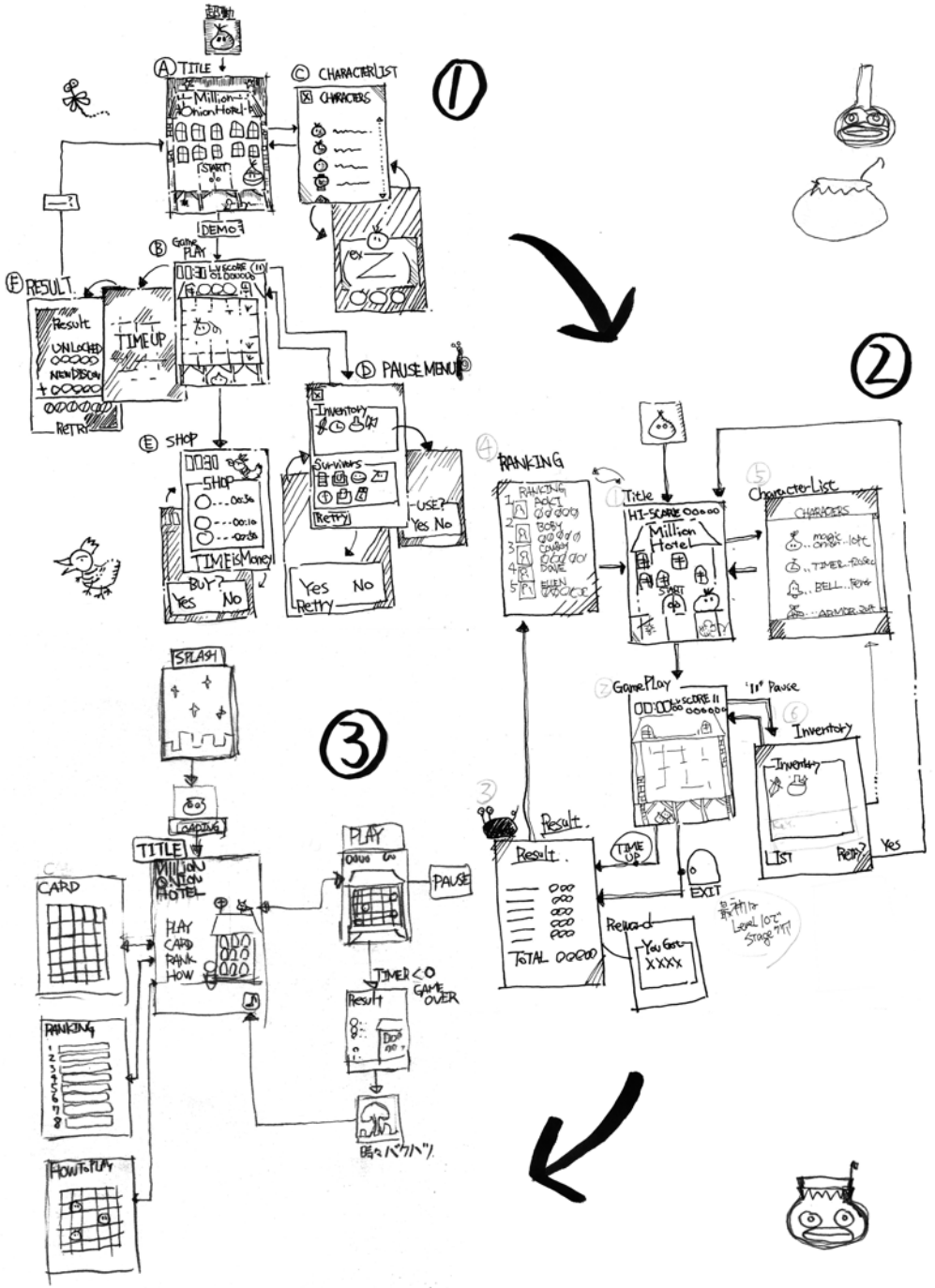
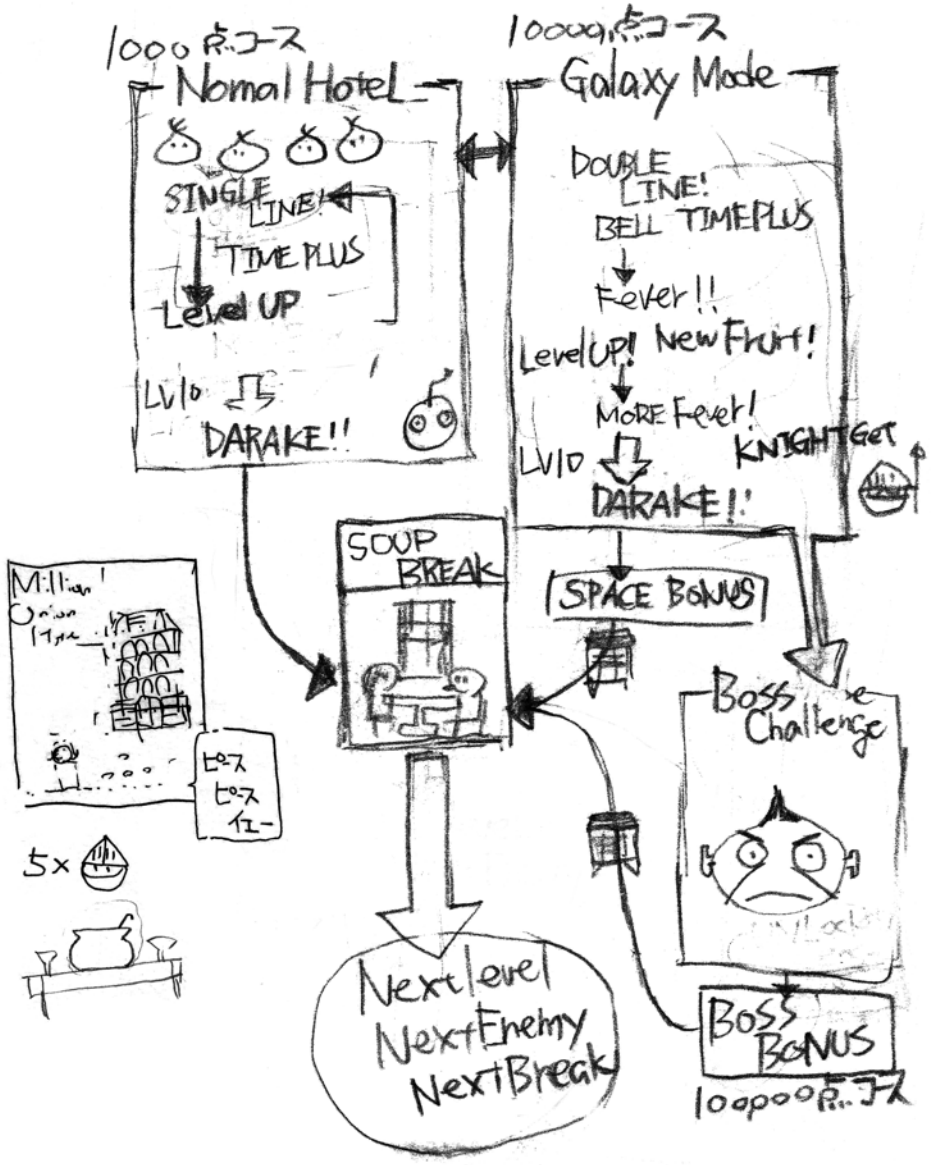


PLAYSTRUCTURE

million onion Hotel



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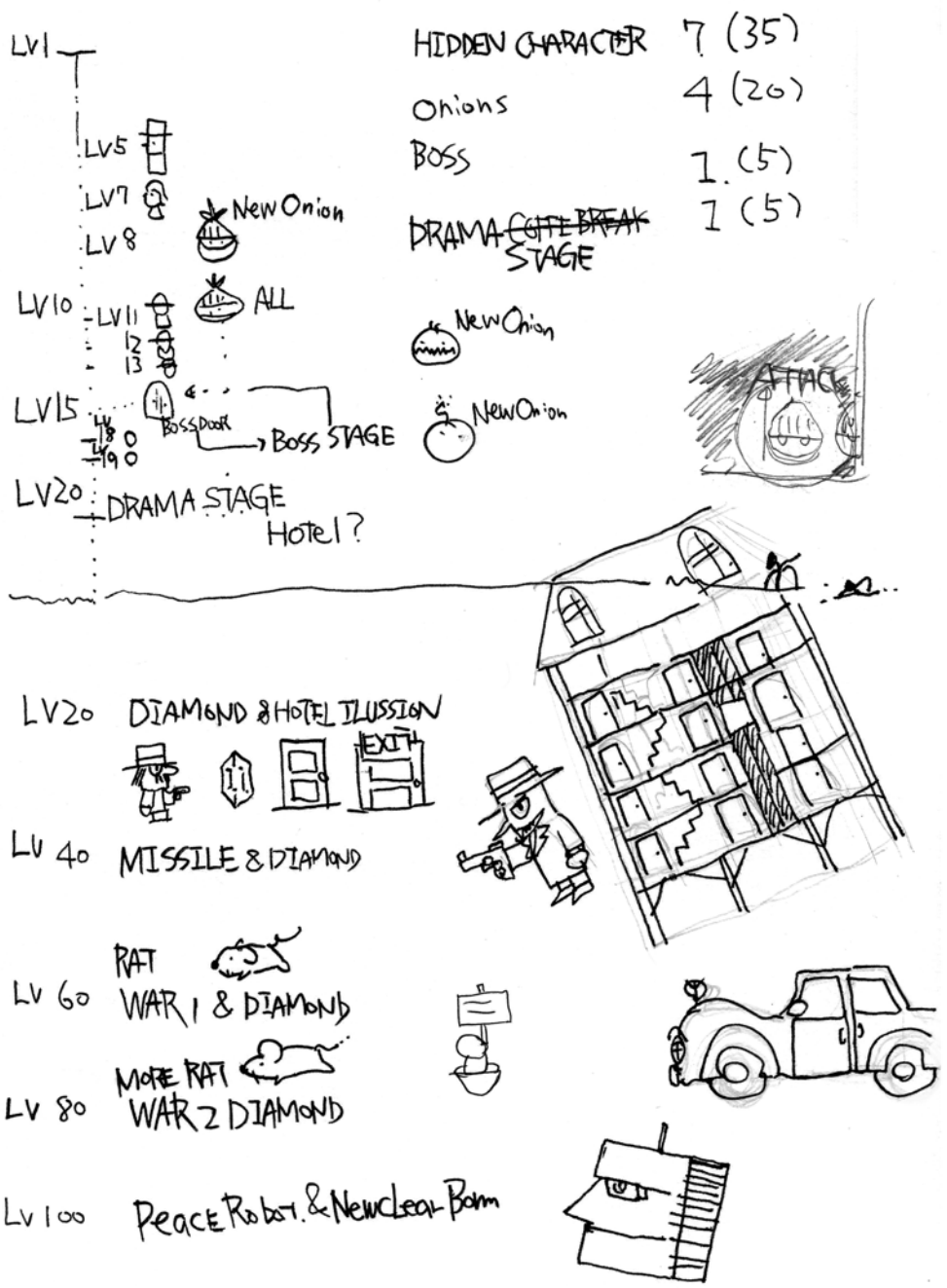

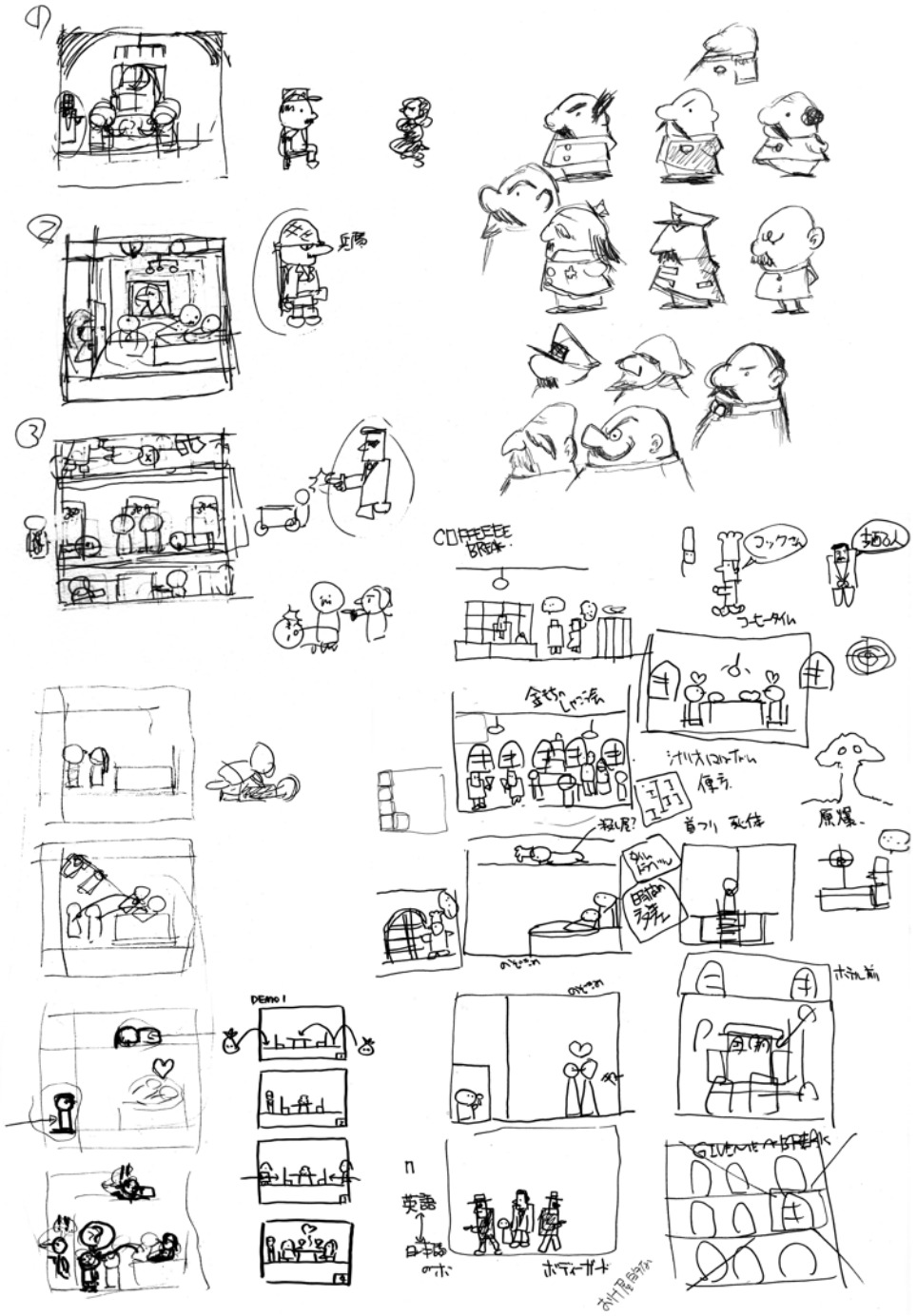

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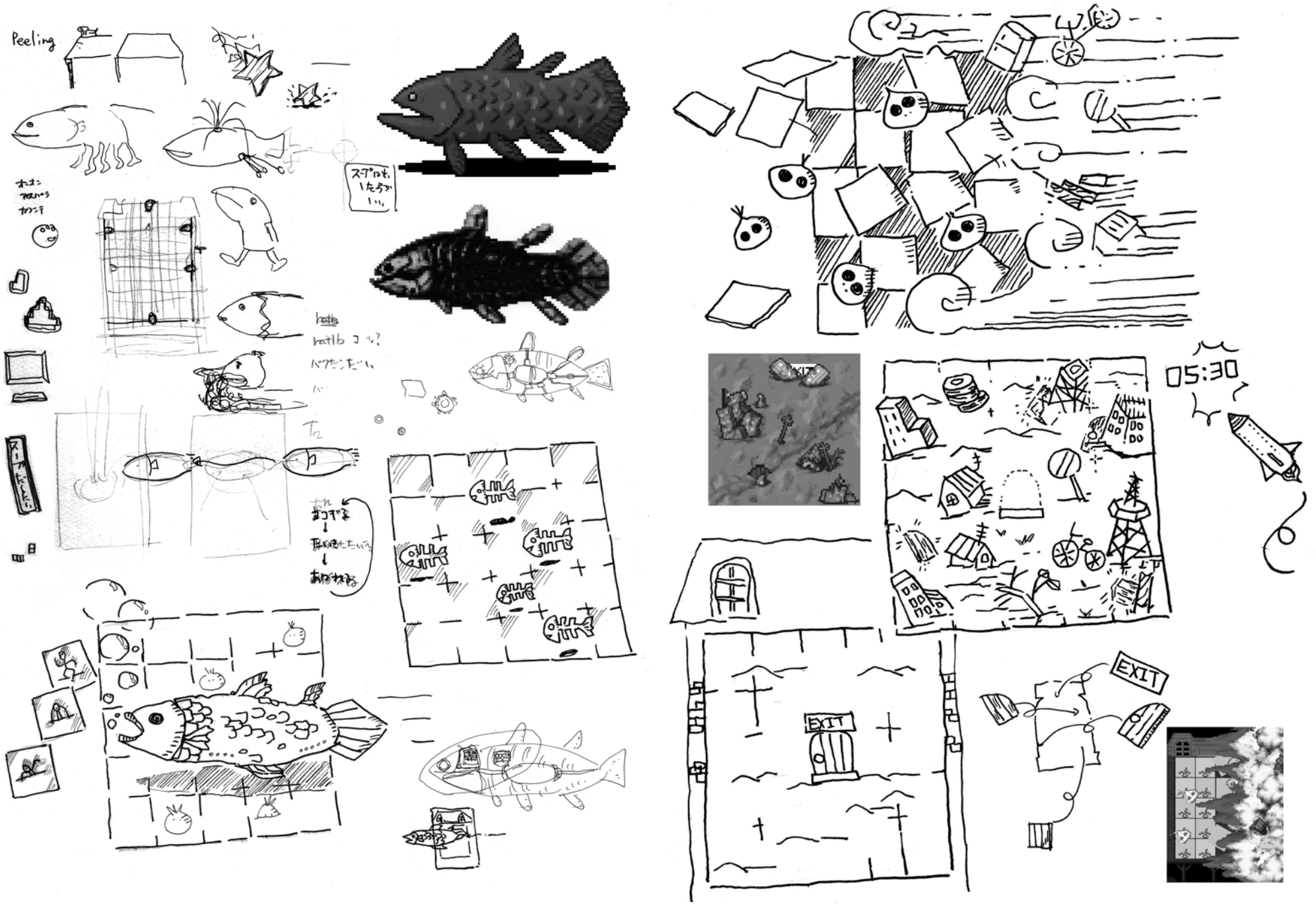

2014 BitSummit IndieCade Happy days!

But then this happened...

We decided that we should finish Yamada-kun first

It was just like the Man in Black who sneaks into Yamada-kun's room

Released on January 17 2017

Million Onion Hotel BitSummit2017

Made from scratch, without using a game engine

Smooth animation
Good sound
Initializes quickly

This build was like a brand new game

It may be for mobile, but this is a real video game!

- Replayable action puzzler
- Good music
- Good pixel art
- Simple controls
- A strange story
- No micro transactions
- No Advertise in game
- Lots of onions

Where is Treasure Island?

Which would you like?

Now on sale

Thank you very much

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