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Crescent Loom: “Kerbal Space Program” meets “Spore” in a new neuroscience Kickstarter.

Construct a body and weave neurons to solve puzzles in an alien ocean.

Portland, OR - January 31, 2017 - Joseph ‘Wick’ Perry has launched a Kickstarter campaign to develop a video game that teaches the science of neural circuits.

Players in Crescent Loom are given a physics-based toolbox for basic bodies and neural circuits and then will be presented with a series of challenges. In finding solutions to these puzzles, Perry hopes that players will implicitly come to understand the basics of how their own brains work.

The Kickstarter campaign has a goal of \$20,000 to fund one year of full-time development. An online alpha demo is available that allows players to share their creatures via a link.

Background:

Perry fell in love with the neural basis of behavior while getting his undergraduate degree in 2013, but struggled with getting an intuitive sense of how these circuits operated. Diagrams are not good at depicting dynamic systems, and scientific simulation software is detailed to the point of being impenetrably complex.

After finishing his degree and his first Kickstarter-funded game, Perry is now bridging the gap between academia and accessibility. He hopes that Crescent Loom will do for neuroscience what Kerbal Space Program did for orbital physics; make the science interactive and allow people get an intuitive grasp of how it works.

TRAILER: [youtube.com/watch?v=90ZoNN0nXRk](https://www.youtube.com/watch?v=90ZoNN0nXRk)

FULL PRESSKIT: wick.works/presskit/

ONLINE ALPHA DEMO: wick.works/crescent-loom-demo/

KICKSTARTER LINK: [kickstarter.com/projects/wickworks/436934990?token=1dca2748](https://www.kickstarter.com/projects/wickworks/436934990?token=1dca2748)

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