

ReadMe (Introduction)

Ad SHOOT Press Kit ver. 1.0.0

Published on 2024/06/18

Purpose of the kit

Vertical Scrolling Shooter Game (SHMUP)

A set of images and text that can be used as is when creating articles and introductory content about "Ad SHOOT" (hereinafter referred to as "this game").

[Contents of the kit]

Media: Game information sites, magazines, entertainment news, subculture news, strategy information, and articles introducing games, Internet news, video distribution services, summary articles, TV, newspapers, free papers, municipal PR, etc.

SNS, etc. Individuals...Live game streaming, game playing videos, personal blogs, Note, strategy wikis, SNS (only when introducing this game)

There is no need to apply for permission to use this kit or report its use.

Content using this kit may be introduced on the official website of this game.

[Fee]

Free

[Credit when used]

Optional

<Title> Ad SHOOT

<Developer/Publisher> BOCSTE, Ltd

<Official Web site> <https://bocste.com/AdSHOOT/index-en.html>

[Prohibited items]

- Redistribution, paid distribution, or commercial use of the material itself
 - Use for training of AI
 - Registering on any material site, regardless of whether it is free or paid.
 - Claiming to be an official, or misleading people into believing that you are an official.
 - Misleading people into believing that it is official.
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[Kit Contents]

<Image>

AdShoot_bannar.png

Small banner icon combining the title logo and the main character's face

You can visit the official website of this title (<https://bocste.com/AdSHOOT>) and the Steam Store (https://store.steampowered.com/app/2954360/Ad_SHOOT/)

AdSHOOT_keyvisual.png

High-resolution image of the key visual.

Please reduce the size of the image to suit your needs.

May be converted to jpg

*Title logo is not included.

AdSHOOT_logo_keyvisusal.png

Key visual with title logo on it

AdSHOOTLogo.png

Title logo only image with transparent background

Easy to put on top of another image or into a delivery frame or video image

If you are worried about pointing out copyright or trademark infringement

'Ad SHOOT's official website at <https://bocste.com/AdSHOO/index-en.html>

Logo usage permitted under the “Content Guidelines” on the official Ad SHOOT _

and a link in the caption to prevent any misunderstandings.

*Printing the logo on T-shirts or using it as a key chain without permission is prohibited and goes beyond the scope of use.

PV(number)_(character name, etc.).png

Screenshots from the PV trailer. Files with character names,

Character visuals and names, Voice actor, dialogue, theme colors, and bullet points,

This is useful because it includes the character's visual and name, Voice actor,

dialogue, theme colors, bullets, and game UI information as a ticker in a single image.

snapshot_(number or string).png

This is a screenshot of the actual play of the game.

There is no post-editing and no message, so it is close to the actual playing experience.

broadcast_L_Tezca.png

Left side of the image for broadcast on Steam (columns on the left and right side of the distribution screen) with the title logo

The 6th boss (the last boss of the main game), Tezka Rengeoh.

broadcast_R_Audy.png

Right side of the image for Steam broadcast (columns to be displayed on the left and right sides of the distribution screen) with the title logo

Audy Yusa, the main character of the game, alone Vertical image

Developer SNS icon.jpg

Developer's self-portrait cat.png

Profile of the developer (representative director of BOCSTE, Ltd.) and when you want to use a developer's profile or a developer's statement in an article, please use it in place of a portrait image.

<Text>

Please use it as a reference for writing articles or copy-paste the necessary parts.

You can use it as a reference for writing articles, or copy-paste the necessary parts to make it useful.

ReadMe (Introduction).pdf

This is the text you are looking at now

Charactors.pdf

A summary of the character's name, voice actor, organizational affiliation, department, theme colors, etc.

Game_description.pdf

In addition to an overview of the game, it also includes the reason for production, previous works, and Q & A (virtual questions and answers).

Developer_profile.pdf

The profile of the developer, BOCSTE, Ltd. and the representative director of its predecessor, the circle “Norabako” .

It includes a profile of the representative director of the developer, BOCSTE, Ltd. and its predecessor circle “Norabako” , and where to apply for interviews.
