

Independent game studio, Rocket Lolly Games LTD, today announced it is working with Leading Light Design to bring the Riff Raff to life in The Rocky Horror Show: Touch Me game for tablet and mobile platforms.

Working with an iconic IP like the Rocky Horror Show is a phenomenal responsibility and, in order to make sure that they could do the characters justice, Rocket Lolly Games have been working with concept art and production design house Leading Light Design to create the concept art for the game.

“We wanted to create a look that was unique for the game, but which was instantly recognizable as being Rocky Horror,” said Oscar Clark, Rocket Lolly Games’ co-founder. “This meant that we needed a team who understood the passion and cult identity of the characters as well as the practical implications for creating characters for our unique take on a rhythm action game. We found that with the team at Leading Light Design.”





Leading Light Design have established themselves as the benchmark for concept development in the UK working on incredible art-focused titles such as No Mans Sky, Until Dawn, Ryse – Son of Rome, Killzone 2 and The Room Two.

“The Rocky Horror Show has a distinctive look and feel which is familiar to millions of people, but bringing that into a game presents a unique challenge, said Christian Bravery, CEO of Leading Light Design. “Working with Oscar & Ella at Rocky Lolly was a pleasure and we are delighted with the distinctive yet familiar look we managed to achieve together.”

Nick Galaxy and Terry Whittingham from the Rocket Lolly team have taken those images and recreated them in 3D for the game. The rendered image gives a taste of what’s to come:



The Rocket Lolly team have been absolutely delighted with the reactions from Rocky Fans:

“Stephanie and I have met the creators, and have even seen some of the initial artwork and renders for the game, and it’s looking great so far. The designers of the game have a genuine love of the show and are fans themselves, so we are really looking forward to seeing the game in all its glory.” – David Freeman, Timewarp UK Rocky Horror Fan Club

“The designs look great and are very true to the spirit of the original stage show. I can’t wait to see how it all progresses, and ultimately toucha-toucha-touch the finished game.” – Larry Viesel, Rocky Horror Historian and Home of Happiness Cast Director (USA)

Rocket Lolly Games will be attending the Game Developers Conference in San Francisco, March 14-18, and will be showing invited guests an initial preview of the game. If you are interested in meeting the team, please contact us directly on info@RocketLolly.com.

If you’d like to keep up to date with what we are doing on the project, please visit <http://www.rockyhorrorgames.com> and <http://www.rocketlollygames.com>.

You can also follow the project on twitter via [@rocky_touchme](https://twitter.com/rocky_touchme) or via the hashtag #be_it.

