

ReElise.com

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ReElise

Factsheet

Developer:

Noroomfox

Based in Lexington, KY

Founding date:

April 11, 2012

Website:

www.reelise.com

www.noroomfox.com

Press / Business contact:

noroomfox@gmail.com

Social:

twitter.com/noroomfox

facebook.com/reelisegame

Description

Your crew during this journey plans to overthrow King Moshia Saladin, and destroy all evil with the mystical Judge's Key kept around his neck at all times. The Judge's key is said to judge all evil and eradicate it. However, to even stand a chance against the powerful Saladin, you must gather the seven shards of the shattered Satori Blade. These shards are guarded by Saladin's most powerful warriors, the Cerberus. Even with such a capable group of warriors...in numerical terms, the chances of success against an entire Empire are about 0.1%. However, Elise's resolve is always at 100%.

History

Early history

Noroom, LLC was founded in 2012 in good ol Lexington, Ky by Justin Fox. This had been the dream of he and his brother had for a very long time. However, his faith had dramatically changed his perception on every aspect of life, and he decided to approach gaming in a different direction. Entertaining, but helpful is one of the main goals of Noroom, LLC. Starting from

Releases:[Melee](#)[Trackstarz: Taking the Field](#)**Address:**

Lexington, KY

Phone:

+859-359-6404

nothing he dusted off the old RPG Maker skills (where he made his very first game for the PS1 called “Melee”) he began to work. It was extremely difficult for him to write, program, illustrate, and conduct what is estimated to be a 40 hour RPG. However he soon gained support from various groups such as Zachery Oliver (Theologygaming.com) M Joshua Cauller (mjoshuatrailers.com) and even a sound designer Andy Smith (Andysmithaudio.com). With the overwhelmingly positive reactions to the project the work continues.

Melee

When Justin Fox was in High School through Sophomore in College, he finished a game called Melee. It started out as a 1323 page book that he wrote and illustrated for fun. It was like Final Fantasy and Dragon Ball Z put together, but it was actually an interesting story. So he decided to make a game out of that book. *Melee the Game* had 8 memory cards of data, including monsters that were made from scratch with an in-game paint program that made Microsoft paint look like Photoshop CS17. I'd love to figure out a way to upload it here, but...I'm still working on how. It was never truly made for retail, but a passion project using RPG Maker for PSX. [link](#)

Recent

Put together a small title for a Christian podcast/radio show called Trackstarz (trackstarz.com). The game is called Trackstarz: Taking the Field. It's a very basic RPG that was constructed simply because they wanted to be in a video game. heh

Projects

- [Melee](#)

- [Trackstarz: Taking the Field](#)

Images

[download screenshots & photos as .zip \(37MB\)](#)

Logo & Icon

[download logo files as .zip \(15KB\)](#)

Selected Articles and Interviews

- [Theologygaming.com](http://theologygaming.com)

<http://theologygaming.com/podcast-8-reelise/>

- [Radiance Podcast](http://radiancegamedev.com/index.php/s2e01-the-long-build-justin-fox-reelise/)

<http://radiancegamedev.com/index.php/s2e01-the-long-build-justin-fox-reelise/>

Additional Links

Noroomfox on Twitter

[twitter.com](https://twitter.com/noroomfox)

Company site

noroomfox.com

Team & Repeating Collaborator

Andy Smith
[SFX development](#)

Jan Palattao
[Colorist](#)

Olenich
[Colorist](#)

Lauren Fox
[Monster Artist](#)

Yomar Lopez
Stan Faryna
[Marketing](#)

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