



A 4-12 PLAYER CO-OP PUZZLE EXPERIENCE

11-LEVEL DEMO
APPROX. 1-2 HOURS

NEXT FEST 19-26 OCT 2026
PUBLIC DEMO COMING SOON

50-LEVEL FULL GAME
PLANNED Q1 2027 | US \$5.99

AT A GLANCE

Developer / publisher: BlueWell Games

Creators: Amalie and Martin

Location: Denmark

Genre: Co-op puzzle experience

Players: 4-12

Modes: Online co-op, local co-op, or a mix of both

Platform: Windows PC via Steam

Language: English interface

Input: Keyboard or controller

ABOUT THE GAME

Squarelings is a 4-12 player co-op puzzle experience built around teamwork, communication, and chaos. Gather friends online, locally, or with a mix of both and tackle levels that constantly change the rules. If one player fails, everybody fails.

PRESS CONTACT & LINKS

Email: bluewellgames@gmail.com

Website & press kit: squarelings.com

[Squarelings on Steam](#)

[Squarelings on Facebook](#)

[Discord community](#)

[Trailers, shorts & B-roll on Google Drive](#)

KEY FEATURES

- Built for groups of 4-12 players.
- Play online, locally, or combine both modes.
- Every level introduces a new cooperative problem, role, or control twist.
- Success and failure belong to the whole team.
- Keyboard and controller support.

DEMO HIGHLIGHTS

Expect 11 varied co-op challenges and approximately 1-2 hours of gameplay, depending on your teamwork. Coordinate movement, solve puzzles, and react together as the rules change from one level to the next. Bring your friends, experiment, and share the chaos.

BLUEWELL GAMES

BlueWell Games is the name Amalie and Martin make games under. A gaming couple from Denmark with around 50 years of combined experience as players, they are creating their first game, Squarelings, out of a shared love of cooperative games.

Version 1.0 preview keys will be available to press and content creators on request.

