



Dig The Nintendo® WiiU™ Version Of 'Miko Mole' Just Released In North America

Mexico City, Mexico, April 4th 2017: Award-winning Indie game developer [EnsenSoft](#) is proud to announce the **North American** release of **Miko Mole**, a challenging arcade adventure featuring wannabe-hero Miko on a mission to become burglar-in-thief by collecting enough gems on each level to open its exit to progress.

Launch trailer: <https://www.youtube.com/watch?v=8nAIDFrX94M>

Miko Mole contains 5 challenging environments with 40 levels per world for an impressive 200 total levels. Dig down, dig deep, and uncover precious gems for Miko, but be careful, as each level requires quick reflexes and cunning strategy to avoid the many obstacles, surprises, traps, and tricky puzzles, not to mention the many enemies such as bats, skunks, and rats. And if you get stuck, certain objects of the environment can be manipulated granting access to otherwise inaccessible areas. **Miko Mole** is suitable to players of all ages and experience levels.

KEY FEATURES

- Stealth Action Gameplay
- Fun Surprises And Challenging Tasks
- 5 Exciting Environments
- 200 Levels To Complete

Miko Mole is available on the Nintendo® eShop from here:

<http://www.nintendo.com/games/detail/miko-mole-wii-u>

The game is also available on [STEAM™](#) and on PSN® in [Europe](#) and [North America](#).

GAME PROMOTER

Journalists interested in further information, additional assets or a Nintendo® WiiU™ key for review are welcome to contact Ensenasoft by sending an email to press@ensenasoft.com. Alternatively, members of the press may reach out to PR-specialist [GAME PROMOTER™](#).

Hotlinks:

Developer Website	www.ensenasoft.com
Game Website	www.mikomole.com
Facebook	www.facebook.com/ensenasoft
Twitter	www.twitter.com/ensenasoft
YouTube™ Channel	www.youtube.com/ensenasoft