Mist

Press Kit

Basic Info

Developer:  Shadow Games  
 Release Date: 26th June 2017   
 Website: FogGame.com

Available on

Platforms: PC, Mac, Linux   
Stores: Steam, Humble Store  
Price: £4.99/ USD $6.22

Social Media

Facebook:    
Twitter:

Twitch:

Kickstarter:

Press Contact

Lewis Wilden  
 Email: media@shadowgames.com

About the game

Description

Mist is mystifying audiences with its action-packed Horror puzzle game with mysterious characters, randomly generated puzzles and a dark mysterious aesthetic. The player must switch between two playable characters to overcome the obstacles. But the Mist is there to stop, slow and make the puzzles a lot more difficult. Mist features several unique levels that are designed to support the learn practise master loop.

Features

* Switching character: Players need to switch characters to complete some puzzles
* Randomly generator puzzles: each new game will be different
* Multiplayer game mode: can play with your friends online
* Full single player campaign
* Multiplayer game modes are playable online, on LAN or in split screen mode (up to 2 players)
* Original soundtrack
* Steam leader boards and achievements
* Keyboard and gamepad support for compatible devices on Windows, Xbox 360, PS3, PS4 gamepads

Story

Team

Mario von Rickenbach

– project lead, game design, visual design, programming

Mario von Rickenbach is a swiss game designer and developer. He studied game design at the Zurich University of the Arts, where he received a bachelors degree in 2010. His award-winning works include the games [Plug & Play](http://www.plugplay.ch/), [Mirage](http://www.mariov.ch/mirage), [Dreii](http://dreii.com/" \t "_blank) and [Rakete](http://www.mariov.ch/rakete" \t "_blank).

[www.mariov.ch](http://www.mariov.ch/)

Other Collaborators

Michael Burgdorfer – game design & programming   
Flurin Jenal – game design & programming   
Roel Bartstra – programming   
Nadezda Suvorova – graphic design

Phil McCammon

– music & sfx

Phil McCammon is a composer and sound designer based in Switzerland. After graduating from Berklee College of Music in Boston and many years of performing, he has recently shifted his focus towards music and sound design for animated film and games.

[http://www.philmccammon.com](http://www.philmccammon.com/)

Company

Playables

Playables is a production company for interactive and audiovisual media.

[http://playables.net](http://playables.net/)

Midnight City

Midnight City is an indie publishing label, focused on supporting independent development teams with customized publishing services.

[http://midnight-city.com](http://midnight-city.com/)