Welcome to Dark Dead studios press page, here you will find information on our game called Phantasm.

# Fact Sheet

## Basic Information Availability

* Platform: Smartphone and PC, Websites
* Purchase: America & Europe
* Store: Steam, Apple App Store, Browser game websites.
* Price: £8.00 - $10
* PEGI Rating: 7+
* Developer: Dead Dark Studios
* Release Date: 5th May 2018
* Online Website: DarkDeadStudios.com
* Based in Suffolk Ipswich England
* Available Languages: English, French

Spanish, German, Russian.

## Social MediaContact Details

* Personal Email: [Twssimmons@gmail.com](mailto:Twssimmons@gmail.com)
* Company Email: [DeadDarkStudios@gmail.com](mailto:DeadDarkStudios@gmail.com)
* Phone Number: 07415958549
* Facebook
* Twitter
* Instagram
* Kickstarter
* YouTube

# Description of the Game

Phantasm is a single player 64 bit 2d side-scroller puzzle game where a young man who has had a poor upbringing and has some of his experiences haunt him in his sleep. At the start of the game there is a small cut-scene where the player’s character is walking across a road, suddenly he gets run over by a speeding car and bangs his head on the tarmac causing him to go into a coma. The game screen then turns black with dramatic music. We did this so the players get hooked into the game and find out what happened to their character. After this happens the player is then brought to the start of the game.

Players then take control of their character and must battle environments based on his past and he must find a route out of the environment by earning a key from completing puzzles. Players must jump, dodge and direct their character to find the puzzles to complete to pass to the next level and escape from his coma. In each level, there are clues he player can find or hear to help them guide themselves to the puzzles in each level and use coins collected to help them complete the puzzles on time.

# Features

* A 64-bit styled game designed on unity editor.
* Dark Dead studios fantastic styled platforms and the environments.
* Detailed animations, backgrounds/themes and related game design.
* Amazing soundtracks by our programmers to help immerse our players in our game world.
* Excellent narrative towards the main character.
* Very easy to learn for new comers to our game.
* Jumping onto moving, disappearing and elevating platforms.
* Challenging puzzles to progress and defeat enemies.
* Collecting life orbs to help with completion of puzzles.
* Dodging nightmarish obstacles.

# History of Dark Dead Studios

Dead Dark Studios is an independent games developer, founded in September 2016 by four recently graduated students from University of Suffolk. We are a nice and cheerful bunch who have known each other for at least 3 years and are passionate about games. Our goal for our first game is to make an awesome puzzle game that has a lot more for the player to do other than completing puzzles and cause them to be fully immersed into the game world. Our team have worked on a lot of other games whist at university which include personal and group developed games and have learned what not to do and what to do whist making an game, which means we are truly determined to be noticed.

In the future, we plan to create games which are fun as well as challenging for the players. We all want to delight you with our passion and eagerness to learn. We want to make games that are for the family as well as friends but most of all give everyone, gamers or not a great experience. We are so excited to start developing games frequently which we love and you will love.

**Word count: 562**

# Screenshots

