



## PRESS KIT

**Developers:**

Ministry of Broadcast  
Czech Republic

**Release date**

End of 2019

**Publisher**

Hitcents, LA, USA

**Platforms**

Steam  
Nintendo Switch

**Tools used:**

GameMaker

**Contact:**

[press@hitcents.com](mailto:press@hitcents.com)

**Story**

The Ministry of Broadcast is narrative-drive indie game, currently being developed in the Czech Republic and it is scheduled for release in mid 2019 on Windows, Mac and Nintendo Switch. This single-player pixel art platformer is inspired by the cinematic pieces like the original Prince of Persia (1989) and Oddworld: Abe's Exoddus. The overall mood and tone is dark like Orwell's 1984 combined with the hypocritical shine and glamour of the modern TV reality shows. Even though it is touching some of the dark themes, this game is fun, sarcastic and it plays a joke not just on the game characters, but also on the gamers. The main Protagonist is a character who has entered the 'Wall show' in order to win and get back together with his family. However on his way through the camp, he realises how The Regime works, and how it can 'play' with one's mind, pun intended.

**Creative Direction**

The totalitarian system is not something new, but our approach to it can be. In the world of today, a system like this would hire a good PR agency to rebrand itself. Instead of scary red visuals, they would use inviting baby blue. We have limited ourselves with the strict color palette, by combining Russian and Czech avant-garde with beautiful vintage art from advertising posters for Swiss Alps and its color codes. That makes the creation of each asset much harder, but in the end, much more rewarding. We have a clean level design with high readability and color storytelling. At least we are aiming for it. We wanted to confront something very ugly and something beautiful. The calmness of the snow with the tension of the system. Rough edges with soft colors.

**Trailer**

[https://www.youtube.com/watch?v=z\\_MnRheEnQ4](https://www.youtube.com/watch?v=z_MnRheEnQ4)

## **Find us online**

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## **Team**

### **Petr Melicherík**

Development, Mechanics, Game & Level design, Dialogues, Story

### **Petr Škorňok**

Development, Story, Game & Level design

### **Sanja Čížek**

Art direction, Branding, UX/UI, Story, Illustration, Game & Level design

### **Dušan Čížek**

Creative direction, Illustration, Animation, Story, Game & Level design

## **Collaborators**

[Marko Stanojević,](#)

Animation

[Emil Gašparec,](#)

Development, Level design

[Anita Kudličková, Ambit](#)

Sound design, SFX

[Radek Nikl, Ambit](#)

Music composition, Sound design, SFX

## **Awards & Recognition**

Awards:

Best Gameplay '18, Game Access, CZ

Nominations:

Best Art '18, Game Access, CZ

Best Gameplay '18, Game Access, CZ

Best Desktop '18, Game Connection, FR

Most Original '18, Game Connection, FR

Best Story '18, Game Connection, FR

Official Selection '18, Indiecade, USA

Official Selection '18, Indiecade, FR

## **Selected Articles**

["Best Gameplay Award winner", IGN CZ](#)

["An awesome new game, with killer animations", 80.lv](#)

["The televised dystopia", NIVEL OCULTO](#)

["From Pixel Art to Collectable Art", BRANDING NEWS](#)

"An unexpected surprise coming from the Czech Republic", VORTEX  
"A brand new indie game with unique atmosphere", GAMOLOGY