

## PRESS KIT

**Developers:**

Ministry of Broadcast  
Czech Republic

**Release date:**

Late 2019

**Publisher:**

Hitcents, LA, USA

**Platforms:**

Steam  
Nintendo Switch PS4

**Tools used:**

GameMaker

**Contact:**

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

**Story**

Ministry of Broadcast is a narrative-driven cinematic platformer, currently being developed in the Czech Republic by four people who share the same ideals, dreams, visions, and love for internet profanity. This is our first game and it is scheduled for release in late-2019 on Nintendo Switch, PS4, and Steam (PC & Mac). Inspired by titles like the original "Prince of Persia" (1989) and "Oddworld: Abe's Exoddus", the overall mood and tone is a dark hybrid of Orwell's "1984" and the hypocritical shine and glamour of modern reality TV. Though both you and the protagonist will struggle under the weight of a dystopian Regime and its subversive tactics, dutiful underlings, and deadly obstacles, we've packed the game with challenge, sarcasm, and jokes on all involved. Your crow-friend is going to mock you to your face... a lot.

Seemingly built overnight, The Wall has divided both a country in two and a man from his family. To see them again, our ginger-haired protagonist has decided to become a contestant on "The Wall Show", a Regime-organized TV show allowing competitors the opportunity to escape to freedom on the other side. On his way through the camp though, he realises how the Regime and the show operate.

## **Creative direction**

The Totalitaristic 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 colour palette, by combining Russian and Czech avant-garde with beautiful vintage art from advertising posters for Swiss Alps and its colour codes. This 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 colour storytelling. We wanted to confront something very ugly and beautiful at the same time. The calmness of the snow with the tension of the system. Rough edges with soft colours.

## **Trailer**

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

## **Find us online:**

[Official webpage](#)

[Steam](#)

[Twitter](#)

[Facebook](#)

[DevBlog](#)

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## **Team**

### **Petr Melicherík**

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

### **Petr Škorňok**

*Development, Story, Game & Level design*

### **Sanja Čežek**

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

### **Dušan Čežek**

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

## **Collaborators**

Marko Stanojević, Animation

Emil Gašparec, Development, Level design

Ben McCulloch, Sound & SFX

## **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](#)