



PRESS KIT

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Factsheet

Developers:

Ministry of Broadcast
Czech Republic

Release date

Mid 2019

Publisher

Hitcents, LA, USA

Platforms

Steam
Nintendo Switch

Tools used:

GameMaker
PyxelEdit
Adobe CC

Contact:

info@ministryofbroadcast.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.

Logo & Icon

Trailer

Images

(some showed in the preview, everything else in downloaded zip folder)

Online Activity

Steam

Twitter

Facebook

DevBlog

Discord

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