And So It Was - Mysterious Top-Down Action Adventure

(Steam Release)

You are the Boy. You wake up in a prison cell. As you get your bearings, you are suddenly released. Where are you? Who are you? Explore dungeons, woods, mines and more to figure out (or indeed remember) the truth. The answers are out there, though they might not be what you expect.

Release Trailer:

<https://youtu.be/pgVxLdoFvps>

Steam page:

<http://store.steampowered.com//app/432590>

The main features of the game include:

* Mouse-driven gameplay inspired by old-school RPGs and RTSs.
* Randomly generated levels, each with more to explore than the previous one.
* You get one life to tackle the challenge (a.k.a. permanent death)
* Familiar combat with a twist: the more damage you take, the less damage you can inflict.
* Alter the way you play: Make deals so your damage comes from your missing stamina, inflict and take double damage, or pay the price of magic with your stamina…
* Piece together the lore throughout the game. You might not get all of it on the first run, but you’ll want to play again to get the whole story.
* Voice-acted narration that doesn’t interrupt gameplay.
* Good old secret areas that are… well, secret.

A good old top-down action adventure from a one-man team from Finland.

Press Contact:

* Janne Markkula
* Twitter - <http://www.twitter.com/yanneyanen>
* Email - [contact@volumeupstudios.com](mailto:contact@volumeupstudios.com)

I'm open for any questions or interviews!

Links:

* Official website - [http://www.asiwgame.com](http://www.asiwgame.com/)
* Presskit - <http://www.volumeupstudios.com/press>
* Facebook - <https://www.facebook.com/volumeupstudios>
* Twitter - <http://www.twitter.com/volumeupstudios>