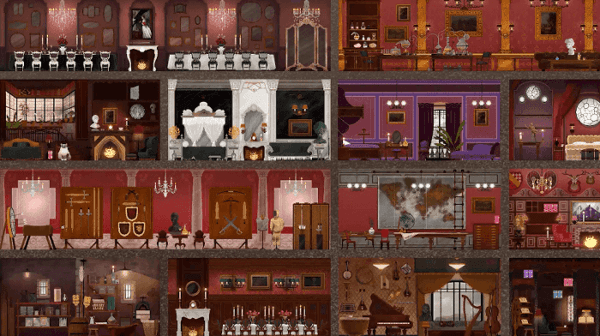
**Narrative crafting CRPG “BOOK OF HOURS” Reveals Atmospheric New Trailer**

*COME HOME.*

| **EMBARGO:**  **12PM BST / 4AM PDT**  **Wednesday 28th June** |
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*London, UK* (*28/06/2023)* — BAFTA-nominated indie duo Weather Factory (creators of innovative indie hit [*Cultist Simulator*](https://store.steampowered.com/app/718670/Cultist_Simulator/), previously *Fallen London* and *Sunless Sea*) reveal a **new trailer** for popular upcoming CRPG, [*BOOK OF HOURS*](https://store.steampowered.com/app/1028310/BOOK_OF_HOURS/). It gives a taste of the peaceful, melancholy atmosphere waiting for players in this ‘dark academia’ game about rebuilding a crumbling occult library and restoring yourself.



**Watch trailer:**

<https://youtu.be/KZBXr5V6PUI>

**Download trailer:**

<https://bit.ly/BoHcomehome>

Weather Factory also reveals *BOOK OF HOURS’* price point and launch offer. The game will cost **£19.99 / $24.99** when it launches on **Thursday 17th August 2023** on Steam and GOG, and anyone purchasing in the first week will receive **‘Perpetual Edition**’, granting them **free DLC for life**. Weather Factory previously trialled this unusual approach to great effect: players get great value and the offer helped *Cultist Simulator* ship over 30,000 copies in its first week of sale. Weather Factory are now offering the same great opportunity to early purchasers with their follow-up RPG set in the same universe.

**Key Features**

* **Developer:** Weather Factory
* **Publisher:** Weather Factory
* **Release date:** 17th August 2023 @ 6PM BST / 10AM PDT
* **Storefronts:** Steam + GOG (Windows, Mac, Linux)
* **Price:** £19.99 / $24.99

**Synopsis**

*“Shutter the windows against the sea. Bank the fire against the cold. Listen to the rain rattle on the roof, while you slide books one by one into their ancient nests…”*

Restore a crumbling occult library by a winter sea. Build the world’s foremost collection of grimoires and arcana. Master the invisible arts. *BOOK OF HOURS* is a narrative crafting RPG set in a 1930s world of hidden gods and secret histories. What sort of Librarian will you choose to be?

* Deep and immersive experience (20-40 hours playtime for each of the nine starting roles)
* Innovative, text-driven ‘narrative crafting’ mechanics
* Captivating lore from renowned creative director of *Fallen London*, *Sunless Sea* and *Cultist Simulator*
* 99 unique endings + 77 achievements to unlock

**Assets**

* Press kit - <https://weatherfactory.biz/book-of-hours-streamer-press-kit/>
* Trailer - <https://bit.ly/BoHcomehome>
* Steam page - <https://store.steampowered.com/app/1028310/BOOK_OF_HOURS/>
* Website - <https://weatherfactory.biz/>

**About Weather Factory**

Weather Factory was co-founded in 2017 by Alexis Kennedy and Lottie Bevan to make ingenious narrative games with a consciously indie aesthetic. The teeny two-person studio released double-BAFTA-nominated *Cultist Simulator*, luxury Lovecraftian TRPG *The Lady Afterwards*, and are currently developing *BOOK OF HOURS*, an elegant, melancholy, combat-free RPG set in an occult library.

[Twitter](https://twitter.com/factoryweather) / [Facebook](https://www.facebook.com/BOOKOFHOURSGAME/) / [Instagram](https://www.instagram.com/weatherfactory/) / [YouTube](http://youtube.com/@weatherfactory)

**Contact Information**

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