

COLUMBUS, OH, January 22, 2018—DECEIVER is a new indie game in development for PC, Mac, and Linux. Launch your spider drone at walls, ceilings, and enemy heads in this pre-apocalyptic philosophical shooter.

Trailer:

<https://www.youtube.com/watch?v=HEHSnwVcOvY>

Explore a vast cyberpunk city using first-person parkour movement mechanics. Fight with other online players for control of the city by finding and unlocking terminals, which allow you to deploy and control spider drones.

The world is about to end. Those who can afford it have already abandoned the planet for an off-world colony. Will you scrounge together enough money to escape before disaster strikes? It's a zero-sum game between you and every other player. Steal their resources and defend your own.

The game features true 3D combat, with spider drones crawling on walls and ceilings and launching themselves at enemies. It sports a vector geometry art style inspired by the 1982 sci-fi film "Tron", and powered by a custom engine. Everything is built from vectors, right down to the font.

Website:

<https://deceivergame.com>

About the developer:

Helvetica Scenario is a one-man studio founded by Evan Todd in 2014. Before going indie, Evan worked in the industry on F2P mobile games. His first title "Lemma" released in 2015.

Presskit:

<https://deceivergame.com/press>

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