

# Rite of Passage

A classic point-and-click puzzle adventure game

**February 25, 2018** - Philadelphia, PA - Stranded Sail, LLC has announced the Kickstarter launch of its first game, "Rite of Passage" for Windows desktop PCs. View our campaign [here](#).

Remember the golden age of gaming, when the day of a new Sierra release like King's Quest or a LucasArts game like Maniac Mansion was as good as your birthday and Christmas rolled into one? At Stranded Sail studios, we miss those days, and we want to help continue the legacy for everyone to enjoy the games we loved.

Rite of Passage aims to do just that. Featuring beautiful hand-drawn pixel art backgrounds and smooth, fully rotoscoped animations, the game world will engross you and transport you back to that classic time. Collect items and navigate the world to solve puzzles and uncover the mystery of your past, while simultaneously trying to avoid the dangers of a hostile realm.

Availability and system requirements: Rite of Passage will be released episodically, with the first chapter planned for a late 2018/early 2019 release for Windows desktop machines. Rite of Passage is a 2D pixel art game and as such a powerful video card will not be required. We will release on Steam and also offer direct downloads via our website and possibly other DRM-free platforms like GOG.com. Apple, Linux, and mobile ports will follow soon after.

StrandedSail, LLC is an independent game developer founded in 2017. Visit us online at <http://www.strandedsail.com>

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Press info: Trailer video and screenshots available at <http://www.strandedsail.com/adventureGame.html> and <https://www.kickstarter.com/projects/2088193727/rite-of-passage>