

THE
PERILS^{of}
MAN

Digital Press Kit

Contents

(Table of Contents is clickable!)

<u>Game Description</u>	Page 2
<u>Story</u>	Page 3
<u>Key Game Features</u>	Page 5
<u>Game Information</u>	Page 6
<u>Key Team</u>	Page 8
<u>Company Bio</u>	Page 9
<u>Screenshots</u>	Page 10
<u>Artwork</u>	Page 21
<u>The Makers</u>	Page 34
<u>Logos</u>	Page 37
<u>Press Contact</u>	Page 39

Game Description

Imagine getting a glimpse into the secret clockwork of the universe. Imagine a machine that can crack the code of destiny and give you the power to tinker with fate. Imagine discovering that for generations your family has concealed this power from the outside world. Ana Eberling may only be a teenager, but she is about to confront the biggest questions of life as she tries to solve the mystery of her father Max Eberling, a rogue scientist who vanished when she was just a little girl.

The Perils Of Man reboots the classic graphic adventure game with striking 3D animation, challenging puzzles, and a moving story that will leave you pondering its profound implications. With a tip of the hat to steampunk, this epic adventure spans 150 years, darting from a tramp freighter adrift in the South China seas to impending disaster at the Chicago World's Fair, bringing a host of unforgettable characters, perilous exploits, and existential riddles along for the ride.





Story

When sixteen year-old Ana Eberling receives a gift out of the blue from her missing father, she is catapulted head-first into an enthralling mystery that will take her on a journey through time. Ana is amazed to learn that her ancestors were inventors of an incredible technology that gave them the power to eliminate uncertainty. Ana needs to know why her family has fiercely kept this potential boon to humanity from the public for generations, and if the answer to that question has something to do with her missing father. Ultimately Ana must decide if a perfectly predictable world is a curse on humanity, or a triumph for mankind.



Key Game Features

Timewalk Through The Past

A key element of gameplay is a mysterious chronicle of history's disasters and catastrophes. Unlocking its secrets will open a portal in time. Players can timewalk to real-world events from the gilded age of scientific invention.

Alter Destiny By Preventing Disaster

Command the fates of thousands by mastering a hidden technology that gives the player the ability to foresee risk. Experience a special gameplay mechanic that reveals a hidden matrix of cause and effect. By manipulating cause and effect within game environments players can avert disastrous outcomes.

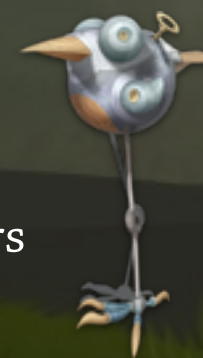


A Century-Old Mystery Solved

Discover a dark history of secrets, controversy, rivalry, and tragedy behind a façade of ingenious scientific invention and celebrated family fortune. Follow young Ana Eberling as she unravels the story that has defined her entire life without her ever knowing. Meet the mechanical finch with a comical flare for understatement who will be Ana's constant companion. Solve clever classical and inventory-based puzzles set up (but by whom?) either to keep someone out, or something in.

24 Spectacular Environments

Each episode gives the player 2-3 hours of haunting adventure set in a unique and evocative graphic style all on your iPad. Explore the past and solve your way to the future in a game that will have you wondering if being the master of your fate is everything it's cracked up to be.





Game Information

Platform

iPad (iOS 6 or higher)

Developer

IF Games

Release Date

October 2013

Retail Price

tba

Perspective

Third Person

Genre

3D Adventure

Media

iTunes Download

Press

Kimara Rouwit

+31 (0) 10 84 22 689

Languages

English/ German





Key Team

Executive Producer

Philipp Zünd

Producer

Nathan Ornick

Game Director

Mike Huber

Game Design

Bill Tiller, Gene Mocsy

Writer

Stephen Beckner

Art Director &

Concept Design

Dave Neale

Composer

Paul Shapera

Lead Artist

Gaston Dupuy

Lead Programmer

Gareth Jenkins

Company Bio

Founded in August 2013, IF Games is a privately held, game development studio that specializes in creating branded games, serious games and compelling interactive experiences with a distinctive visual style and high-quality game play.

Perils of Man was developed in association with award-winning animation studio boutiq based in Zurich, Switzerland, which develops and produces a wide range of animated shorts and commercials.

Players can visit www.ifgames.ch and www.boutiq.ch for more information.

Related Links

- Trailer link: www.youtube.com/user/theperilsofman
- Trailer download: www.vimeo.com/72173974
- Perils of Man press kit: www.ifgames.ch/press-room/pompress-kit
- Perils of Man Facebook page: www.facebook.com/theperilsofman



Screenshots



THE PERILS of MAN



THE PERILS of MAN



THE PERILS of MAN





Lorem ipsum dolor sit
amet, consectetur adipiscing
elit. Nulla porttitor
quis massa dictum, non
consequat velis auctor.

FIG. 1.

Storbi. ut tollit
ut des vulgare
convalles.

THE PERILS of MAN



THE PERILS of MAN



THE PERILS^{of} MAN



THE PERILS^{of} MAN



THE
PERILS_{of}
MAN





THE PERILS of MAN

Artwork





THE
PERILS^{of}
MAN



THE
PERILS of
MAN

THE PERILS of MAN



THE PERILS of MAN







THE PERILS of MAN



THE PERILS^{of} MAN







THE
PERILS^{of}
MAN



THE
PERILS^{of}
MAN



The Makers





Nathan Ornick
Producer



Philipp Zünd
Executive Producer



Mike Huber
Game Director



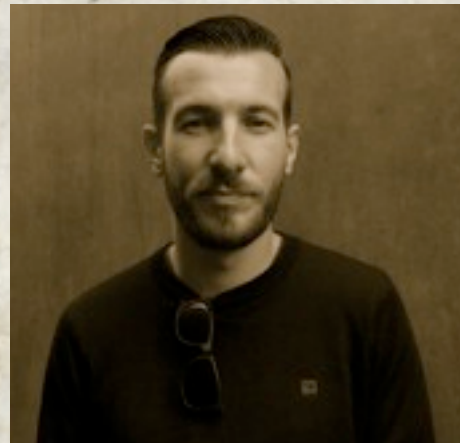
Bill Tiller
Game Designer



Gene Mocsy
Game Designer & Lead Dialog



Stephen Beckner
Writer & Additional Dialog



Dave Neale
Art Director & Character-
and Environment Design



Gareth Jenkins
Lead Programmer



Paul Shapera
Composer



Gaston Dupuy
3D Art Lead



Haley Mancini
Voice Actor “Ana”



Matt Chapman
Voice Director

* THE
TRIUMPH *of* *
MANKIND



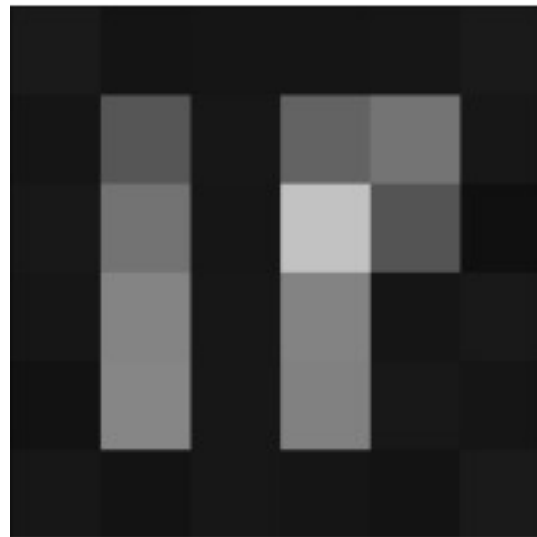
THE
PERILS *of*
MAN

Logos



THE
PERILS^{of}
MAN

THE
PERILS^{of}
MAN





Press Contact

Kimara Rouwit

PR Consultant

Critical Hit Communications

E: kimara@criticalhit-communications.com

Tel: +31 (0) 10 84 22 689