Run of Mydan

synopsis

An action-packed adventure in which you take control of a mysterious entity, flustered and perturbed by a deceived past as it struggles to break free from the shackles restraining its path.

With only meager power left at your disposal, fight to regain strength, recompose all memories, and unfold the truth. Your hands layered with sublime potency, capable of forming substance, raising mass, warping gravity.

Converge focus, sharpen your reflexes, unleash fury and watch your back. Your preys lie under the aegis of their guardians, the entrails of order hinder your merciless vengeance.

Break open the gates that have long constrained you in your sleep, unfold the secrecies, bend the bars of your prison, what lies beyond the haze obstructing remembrance is for you to discover.

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GAME DESCRIPTION

In Run of Mydan, VR physics interaction is at the core of the gameplay mechanics, requiring players to master accuracy in throwing, aiming and anticipating.

Swiftness, agility and dexterity are crucial to success, forget standing still, in order to survive it is inevitable to duck, dodge and block. Enhance your skill with different weapons/powers. You'll start off by throwing energy spheres, but you'll soon find yourself using javelins, morning stars, boomerangs, etc...

The action takes place in all directions, so make sure to watch your back as you master your ability in flying.
Coordinate and cooperate with friends in your quest for vengeance throughout the story mode, or test your abilities as a team in horde mode.

Confront other players in multiple game modes, such as classic deathmatch, capture the flag, king of the hill, races, etc...

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RELEASE NOTES

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v.0.9 - Early Access Build

The game is intended for HTC Vive at this stage of development.
Oculus Rift is supported, but still experimental and not fully tested.

GAME SOUNDTRACK

©2017 BEAT AMBASADA - (Roberto Milani & Enzo Di Giusto)
www.facebook.com/beatambasada

TRAILER SOUNDTRACK

©2017 HERTZQUAKE SOUND
Music: Giacomo Santini
vimeo.com/user62792531
Sound Design: Giovanni Bettinelli
vimeo.com/user64529896

SOUND SAMPLES

Titus Calen, Mike Koenig, Levitb, Merc, Daniel Simon (soundbible.com)
Additional sounds: www.freesfx.co.uk

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CONTACTS

Bug reports, suggestions and feedback:

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DEVELOPER INFO

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www.virtew.net

www.facebook.com/virtew/

GAME INFO

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www.virtew.net/run-of-mydan/

www.indiedb.com/games/run-of-mydan

www.facebook.com/RunOfMydan/

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