***Cryospace* – a survival-horror action-adventure game coming to PC – reveals its first gameplay video.**

**Enter a world inspired by the science fiction books of the 50s and 60s and the original *Alien* movies.**

**FOR IMMEDIATE RELEASE – Jul 28th, Warsaw, Poland.**

**Watch the 25-minute gameplay video and listen to the Kuklam Studios developer commentary to get a glimpse of the horror you’re about to face onboard the Ascendancy spaceship.**

The first *Cryospace* gameplay video awaits you [HERE](https://www.youtube.com/watch?v=HTigWh4n2LY). If you’re brave enough to watch it, that is.

Add the game to your Steam Wishlist (<https://store.steampowered.com/app/1460010/Cryospace/>) to prepare for your mission once the game launches.

***CRYOSPACE* – MAIN FEATURES**

* **Explore the shipwreck.** Scout for resources, including oxygen, weapons, and anything else that will increase your chances of survival.
* **Team up with your crew members.** Find survivors on this almost-destroyed derelict, arm them, and prepare them to fight.
* **Use your wits to stay alive.** Solve puzzles, avoid traps, or set them against whatever is hunting you. Remember, only the smartest ones will stay alive.
* **Load, shoot, repeat.** Dangerous alien life forms, never in your scariest dreams imagined existed, are playingat home. You’re a guest, or rather, an invader. As such, you’re not welcome – be assured they will let you know that.

***CRYOSPACE* – THE PLOT**

Whether you call it a stroke of luck or a bad omen, the fact remains that you’re the only person awakened from cryo-sleep on a massive starship navigating through space, far from other planets, vessels, or celestial bodies. You’re not alone, however – the ship is filled with deeply sleeping workers, soldiers, and other colonizers sent to populate the far corners of the universe. The plan was simple. Arrive at your destiny, start a colony, and become a legend. However, something went horribly wrong, and here you are. Here, forced to remember at all times not to breathe too deeply, to save oxygen, forced to scout for resources for distribution to the crew members you were forced to awaken. You must decide whose skills are essential for survival, and worst of all, who should get back in the freezer. Besides your troops, there is clearly someone or something else here, something you were not prepared to face. Now the choice is yours – you can lay low and eventually die, as you won’t last long without exploring the ship and hunting for resources. Or, you can get out there and at least give it a shot, literally and figuratively. Whatever you do, remember to keep quiet. Space might be silent, but on a spaceship, your enemies can always hear your scream.

*Cryospace* is being developed by Kuklam Studios and will be published on PC by Games Operators.

More information about the game can be found on [Steam](https://store.steampowered.com/app/1460010/Cryospace/).

The press kit for the game is available at the following link: <https://pr-outreach.com/en/game/cryospace,44>.

For any questions about the game, please get in touch with Agnieszka Szóstak at [agnieszka.szostak@pr-outreach.com](mailto:agnieszka.szostak@pr-outreach.com) or call +48 881 951 601.

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**About Kuklam Studios**

Kuklam Studios is a small team of passionate game developers who worked, among others, at CD Projekt RED. The studio has launched a few titles thus far, the best known being *Cartonfall*. <https://www.facebook.com/Kuklam-studios-162018707749220/>

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**About Games Operators**

Games Operators is a publishing company that invests in, releases, and promotes video games. The company helps develop innovative and unique video games like *911 Operator, Radio Commander, 112 Operator, BE-A Walker,* and *Transport INC.* by getting involved in projects at various levels of progress – from the conceptual phase to nearly-finished products. <http://www.gameops.pl/>