***Railbound*, the critically acclaimed puzzle game, finally arrives at the Nintendo Switch™ station!**

**Give yourself an early Christmas gift today and download another indie game brought to the platform thanks to 7Levels.**

**December 1st, Cracow, Poland.**

**Today, Nintendo Switch owners who not only love puzzle games but also look for titles that make good use of the platform’s native technical features are invited to stay awhile at the *Railbound* station. Here, they’ll find lovely landscapes, relaxing music, and, most of all, fantastic puzzles to ease their minds.**

Watch the *Railbound* Nintendo Switch™ Launch Trailer [HERE](https://www.youtube.com/watch?v=d8r9_L3IjJM).

Download the game from the Nintendo eShop (<https://www.nintendo.com/store/products/railbound-switch/>) for 12.99 EUR/USD to start your amazing train journey.

**ABOUT *RAILBOUND***

*Railbound* is a comfy track-bending puzzle game about a pair of dogs on a train journey around the world. Join, sever, and rearrange railways across different beautiful landscapes. Use tracks, tunnels, barriers, and more to connect carriages in the right order and help passengers reach their destinations.

***RAILBOUND* – MAIN FEATURES**

**ALL ORIGINAL NINTENDO SWITCH FEATURES IMPLEMENTED**

Enjoy HD rumble, touchscreen, and the use of Joy-Cons while playing the game.

**BEND RAILS, MAKE TRAINS GO “CHOO-CHOO”**

Place, remove, and reroute connections so that carriages remain safely connected to the locomotive. But be careful – don’t let them crash into each other!

**150+ PUZZLES TO COMPLETE**

The game’s main levels will take you through various locations at a relaxed pace. Forks along the road will lead you to spicy brainteasers that’ll please even the most demanding players!

**TRAIN-INSPIRED MECHANICS**

Use tunnels to cover vast distances in an instant. Delay trains using well-timed railway barriers. Switch tracks to reroute cars in different directions. Gather cute friends along the way and encounter even more challenges on your journey!

**ART AND MUSIC FULL OF WHOLESOME VIBES**

Across the game world, enjoy our comic-book-inspired visuals and a relaxing original soundtrack by the team behind *Golf Peaks* and *inbento*.

*Railbound* was created by the studio Afterburn and will launch on Nintendo Switch™ on December 1st, thanks to the publisher 7Levels.

More information about the game can be found on the official [website](https://www.7lvls.com/railbound/), [Facebook](https://www.facebook.com/7lvls), [Twitter](https://twitter.com/7lvls), or [YouTube](https://www.youtube.com/c/7LEVELS).

The press kit for the game is available at the following link: [https://pr-outreach.com/en/game/railbound,52](https://pr-outreach.com/en/game/railbound%2C52).

**REVIEW COPIES (NINTENDO SWITCH) AWAIT.** If you’re interested in checking the game out, please get in touch with Agnieszka Szóstak at agnieszka.szostak@pr-outreach.com or call +48 881 951 601.

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**About 7Levels**

7Levels is a Polish indie game developer founded in 2014 and based in Kraków, Poland. Our main goal is to create high-quality games with Nintendo fans in mind. However, we don’t focus solely on our own projects – we also help other studios publish and promote their titles on Nintendo consoles. <http://www.7lvls.com/>

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**About Afterburn**

Afterburn is a tiny game development studio based in Łódź, Poland. So far, the team has released two commercial titles, *Golf Peaks* (out now on Steam, the App Store, Google Play, and Nintendo Switch) and *inbento* (out now on the App Store, Google Play, and Nintendo Switch). <http://afterburn.games>