

PROJECT NIGHTMARES

CASE 36: HENRIETTA KEDWARD

Press Kit

Developer: NC Studio

Publisher: NC Studio

Release Date: September 29, 2021

Platforms: PC

Price: \$24.99

Availability: Digital Download (Steam)

Languages: English, Spanish, Italian, French, German, Portuguese, Arabic, Chinese, Korean, Hungarian, Turkish

ESRB: M for Mature.

Press Contact: contact@projectnightmares.net

Steam: https://store.steampowered.com/app/812070/Project_Nightmares_Case_36_Henrietta_Kedward

Website: <https://projectnightmares.net>

Twitter: <https://twitter.com/ncdevelopers>

Instagram: <https://www.instagram.com/projectnightmares/>

Facebook: <https://www.facebook.com/projectnightmaresgame/>

Youtube: <https://www.youtube.com/channel/UCiR3MerrB3rkE0eYpzPO95g>

Discord: <https://discord.com/invite/HBtEaKeE>

ABOUT

A group of scientists dedicated to studying paranormal cases have developed a machine that can induce a person, with psychic abilities, into a dream state, linking it to an evil object.

The Project Nightmares team is in charge of investigating these objects, discovering the story behind them and putting an end to their curse.

We will play the case of Henrietta Kedward. A toy with a dark past provides us with a connection to this evil old woman. Taking advantage of this connection, we will find ourselves in a nightmare set during her life, surrounded by terror and mystery.

Every time you play, Project Nightmares will be different. The game has been designed so that the experience of playing it is constantly changing. Beyond the engaging storyline, the player will never know what is going to happen.

FEATURES

- ❖ Project Nightmares is a game with a pseudo-randomized scare structure. The house has an AI that determines which scare is convenient for the moment in which you are playing, and the choice in turn depends on the player's attitude while playing. It evaluates the speed with which it moves, the different scares that were triggered, and alternates between moments of tension and relaxation to keep the player always alert and ready to be scared.
- ❖ That is why Project Nightmares offers a different experience for those who play it and even though you can watch the game by streaming, your experience will be different from the streamer.
- ❖ It has different missions which guide the player to advance in the game.
- ❖ It has different enemies, which have different behaviors. To overcome them you have to pay attention to the environment and their actions.
- ❖ There are objects that are thrown at the player to hit him, others to disorient him, and others to kill him. The latter have a gameplay to avoid them.
- ❖ It has objects that allow you to see clues or entities that are not visible to the naked eye.
- ❖ It has different puzzles of varying complexity.

FAQ

How long is Project Nightmares?

Project Nightmares can take anywhere between 6-8hours.

Will the game be released for consoles?

We intend to port it to Xbox, Playstation and Nintendo Switch.

Will the game support VR?

Yes, we have plans support VR as well.

Will there be a physical release?

Only digital copies are available.

In which Stores can I get Project Nightmares?

For now, you can only get it on Steam. We are looking at different Stores at the moment.

THE TEAM

NC Studio is a team of two people. An artist and a developer with more than 20 years of experience in their respective fields.

Ignacio Berge: He is the artist. He wrote the story, made the models, animations, sounds and music.

Claudio Suriano: He is the developer. He designed the software, programmed it, made IK animations, and created some sounds.

The team started the development in 2017, and Project Nightmares was approved with the old Steam Greenlight. It was then released on Steam Early Access in mid-2018. On September 29, 2021, Project Nightmares was released in its full version. The game has had a great acceptance by the gamer public, marked by the large number of positive reviews not only on Steam but also on the various social networks of the game and streamers who have played it. Many gamers have compared the graphic section of Project Nightmares with Silent Hill PT, although they are different games. The engine is Unity 2017.

AWARD & NOMINATIONS

- ❖ Best Art Award at EVA 2020
- ❖ Finalist for Best Game at EVA 2020

Trailer

<https://www.youtube.com/watch?v=NRdNiS7JgNc>

LOGO – SCREENSHOTS – GAMEPLAY

https://drive.google.com/drive/folders/1JHNY-TIC_1nJgHePJDRyU7kS31VCS9hn?usp=sharing