

# **FACT SHEET:**

# **DEVELOPER:**

KeelWorks Ltd
[Based in Scotland – UK]

#### **PUBLISHER:**

KONAMI Digital Entertainment

## **RELEASE DATE:**

In Development (TBA)

## **WEBSITE:**

Game: www.cygnigame.com Dev: www.keelworks.co.uk

## **CONTACT:**

#### Press:

press@keelworks.co.uk

## **Business:**

contact@keelworks.co.uk

## **RELEASES:**

Cygni is the first title being developed by KeelWorks LTD.

## **AWARDS:**



# **DESCRIPTION:**

It's a twin stick vertical scrolling Shooter hybrid with a cinematic flare:

An unrelenting onslaught of eye-popping visuals, ear bursting soundscapes and mind-melting action makes CYGNI the vanguard for the next generation of shoot-em ups.

Outgunned and outmanned, plunge into a sky full of hell in a last-ditch war for survival. Choose to route energy between weapons or shield systems and go up against unrelenting waves of ground and aerial enemies. Upgrade your ship and take down colossal alien bosses in visceral combat; do whatever it takes to survive.

CYGNI assaults the eyes, ears and mind to deliver an extraordinarily exhilarating video game experience. CYGNI does not seek to reinvent shoot'em ups but to elevate the genre to deliver the heightened sensations of a truly next-generation experience.

Encamped within the remains of a long-lost civilization on the planet CYGNI, the colony is decimated by a surprise attack from a powerful, biomechanical, alien race. As one of the last pilots on one of the very few remaining carriers in the fleet, you are the only line of defence against the unyielding alien bombardment.

# **FEATURES:**

- With next generation visuals, animation and special effects
   CYGNI is a new benchmark in cinematic shoot'em ups
- Be the lone fighter, or one of two in local co-op, battling through intensely hostile levels filled with waves of air and ground assaults
- Choose where to route energy on the fly switching between shields (defensive) or weapons systems (offensive)
- Collect energy to power up your ship and energise weaponry from hard-hitting projectiles to an array of missiles.
- Launch air to air and air-to-ground attacks as you traverse neon-lit metropolises, oceans, and various otherworldly landscapes.
- Go one-on-one against gargantuan enemies in cinematically epic boss battles
- Full orchestral score and immersive sound design

# About the Developer: KeelWorks Ltd.

KeelWorks is a Scottish video game and 3D animation company founded by brothers Nareg and Meher Kalenderian, and Helen Saouma.

With years of experience in the film and animation industry, the founders are now taking the leap into the gaming sector with CYGNI as their studio's debut title.

In light of the recent publishing deal with Konami, the team is expanding to meet the ambitions of the game. www.keelworks.co.uk

# **ABOUT THE PUBLISHERS:**

## About Konami Group

Konami Group was established in 1973, starting as an amusement machine manufacturer for arcades. Over the years, the company has grown to include different business units across various markets. Currently, KONAMI HOLDINGS CORPORATION includes the Digital Entertainment, Amusement, Gaming & Systems, and Sports Businesses. The company went public on the Osaka Securities Exchange in 1984, the Tokyo Stock Exchange in 1988, and the London Stock Exchange in 1999. For more information, visit: www.konami.com/en.

# About Konami Digital Entertainment

Konami Digital Entertainment, which is the core company of Konami Group, develops entertaining content for mobile, console and card games. The company is known for global franchises such as eFootball™, Metal Gear, Silent Hill, Castlevania, and Contra, as well as the Yu-Gi-Oh! Trading Card Game series. www.konami.com/games/corporate/en/

For more information, please contact Meher Kalenderian at: Press@keelworks.co.uk

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