

Sand is the Soul

Adventure, Action

You arrived at the Frontier, the border between familiar lands and the autonomy of CrossHill. It is of utmost importance you deliver the depeche entrusted upon you to the local authorities. Your actions and decisions will define your story and tale.

Enter Sand is the Soul: a multiple choice/ending sidescrolling beatemup/aRPG set in a gloomy, psychedelic Victorian postpunk setting.

Sand is the Soul started out as a simple side scrolling beatemup in the vein of FinalFight or GoldenAxe. It quickly evolved into something much larger.

The game features a distinct lore and no hand holding to the extreme. The player is chucked in the deep end from the getgo is practically given complete freedom from the start to achieve 1 of 14 endings.

How you accomplish your mission (or not) is up to you. Be it by abandoning your assigned task and returning home, getting addicted to the Sand (the golden mean of the lore) and ending up as one of the many junkies in the streets, joining a conspiracy to overthrow the government, or simply being a boy scout and saving the day.

Or have a relationship with woman or man, or be a complete jerk and reap the benefits, learn new combat styles, rob the shops... This and much much more awaits you and it's all up to you.

My current needs

Sand is the Soul is practically finished and in final phases of cleanup and tweaks and Beta feedback adjustments.

Looking forward to getting in touch with potential publisher and/or funding, distribution methods etc.

Platforms

PC

Regions

Europe, North America, South America, Australia, Other Western, Japan, China, Korea, India, Other Eastern

Audience

Hardcore

Game status

Alpha/Beta

Website, social media and other links

<http://press.mgp-studios.com/sheet.php?p=Sand%20is%20the%20Soul>

<https://www.facebook.com/MGPStudiosDev/>

<https://twitter.com/mgpstudios>

(Last modified on 2017-06-17)

About the developer

MGP Studios

Poland

Small Polish 3 man studio, 1 creative and 2 programmers.

Current releases include Sinless and Roll'd for Steam and mobiles. made by M+G+P of MGP

Sinless is a niche targetted cypunk pnc /vn hybrid with heavy emphasis on immersion, as every scene in the game is its own unique audiovisual composition. Sinless was a finalist in the Unsung Heroes and Digital Dragon competition and was released on Steam via Forever Entertainment.

Current project "Sand is the Soul" is entering Beta testing phase and will ready for release within coming months. made by M of MGP.

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