

# PSYCHO-KIN PRESS RELEASE

## FOR IMMEDIATE RELEASE

### PSYCHO-KIN DEMO DEBUTS OCTOBER 13 DURING STEAM NEXT FEST

*Puzzle-meets-action tactical shooter with a striking visual style*

Lichfield, UK – September 29, 2025 — Flyaway Studios today announced that the **Psycho-Kin demo** will debut during **Steam Next Fest on October 13, 2025**. *Psycho-Kin* is a top-down tactical shooter that fuses **puzzle-like planning with fast-paced execution**, brought to life through a bold visual style.

## ABOUT THE GAME

*Psycho-Kin* is a **uber-stylized, top-down tactical shooter** set in an **alternate-history Cold War**. Players **swap between two linked characters** to outwit enemies in **tense, strategic combat**, while unravelling a **deep, psychological story** of espionage, trauma, and redemption.

*Psycho-Kin* is a **top-down shooter** where players control two characters, **switching between them by eliminating enemies strategically placed throughout the map**. Each foe is **linked to vital elements like doors**, blocking access to key areas. **Players will need to plan their eliminations wisely** to navigate the intricate web of connections and unlock every corner of the stage. A **map overview highlights the links** between enemies and doors, helping players visualize the battlefield and prepare their moves carefully.

Set in **1983**, during an **alternate Cold War where psychic soldiers replaced nuclear weapons**, *Psycho-Kin* follows **Richard, a retired member of the elite Psycho-Kin unit**. Haunted by relentless nightmares, Richard attends therapy with **Tess, a sharp and quick-witted therapist** who pushes him to confront his buried past. Through their sessions, he **relives harrowing missions alongside his hot-headed partner Jack**, uncovering the **true cost of his abilities** as he struggles to confront his demons and escape the **shadow of his former life**.

## KEY FEATURES

- **Puzzle + Action Blend** – Plan your eliminations like a puzzle, then execute them at high speed in tight, action-packed arenas.
- **On-Kill Character Swapping** – Players swap between two linked soldiers each time they take down an enemy, chaining kills into fluid, tactical manoeuvres.
- **Strategic Elimination Order** – Certain foes are tied to doors and obstacles—pick the right sequence to unlock the path forward.
- **Psychological Cold War Narrative** – Relive missions through therapy sessions, exploring memory, trauma, and survival.
- **Bold Visual Style** – A striking monochrome aesthetic accented with red and blue, inspired by retro 3D glasses.

## QUOTE

*“Psycho-Kin grew out of a need to experiment—to create a unique visual style and pair it with a story that felt meaningful, personal, and true to me.” – **Robert Turner**, Developer at Flyaway Studios*

## DATES

- **Press Preview Demo:** October 2, 2025
- **Public Demo (Steam Next Fest):** October 13, 2025
- **Full Release:** December 4, 2025

## ABOUT THE DEVELOPER

**Flyaway Studios** is a sibling-led indie team from Lichfield, UK, founded by **Robert Turner**, a graduate of Falmouth University, alongside his sister **Louise Turner**, who serves as character artist. Their previous game, *Triple Take* (2022), was featured across gaming press and helped establish the team’s distinct voice in the indie scene.

An **early prototype of Psycho-Kin** was selected as a **finalist in the 2024 Student Search for a Star competition**, highlighting the project’s promise even at an early stage. The team also collaborates with a circle of Falmouth University talent, including **Terry Cann** and **Ani Hooton**, who created key art and the official cover art for the game. Additional creative partnerships include indie band **hey, ily**, who contributed the music for the game’s trailer.

## LINKS & CONTACT

- **Press Kit:** <https://psycho-kin.com/press-kit>
- **Steam Page:** <https://store.steampowered.com/app/2875000/PsychoKin/>
- **Official Website:** <https://psycho-kin.com>
- **Studio Website:** <https://flyaway-studios.com>
- **Twitter/X:** <https://twitter.com/psychokingame>
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