# PSYCHO-KIN – FACT SHEET

## **SUMMARY**

**GAME TITLE:** Psycho-Kin **DEVELOPER:** Flyaway Studios (Robert & Louise Turner)  
**RELEASE DATE:**

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

**PLATFORMS:** Steam (PC) **PRICE:** Free demo, full game TBD **GENRE:** Top-Down Tactical Shooter

## **ELEVATOR PITCH**

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

## **GAMEPLAY OVERVIEW**

* **Dual-Character Swapping** – Instantly switch between two linked soldiers, giving you full control of both on the battlefield.
* **Strategic Elimination Order** – Certain foes are tied to locked doors, forcing players to plan who to take out - and when - in order to progress.
* **Puzzle + Action Blend** – Every stage is a mix of careful planning and fast-paced execution: map out your moves, then dive in and carry them out with precision.
* **Cinematic Story Integration** – The action is framed by narrative cutscenes, driving a psychological Cold War story that unfolds between missions.

## **STORY & STYLE**

* **Alternate Cold War, 1983** – A history where psychic soldiers replaced nuclear weapons.
* **Distinct Anaglyph-Inspired Visuals** – A monochrome palette accented by red and blue, symbolizing two minds fused into one reality.
* **Psychological Narrative** – Richard, a retired member of the mysterious Psycho-Kin unit, is haunted by relentless nightmares and attends therapy with Tess, a sharp and quick-witted therapist who pushes him to confront his buried past. As their sessions dig deeper, Richard is forced to relive harrowing missions with his hot-headed partner Jack—facing the true cost of his abilities as he struggles to confront his demons and escape the shadow of his former life.

## **UNIQUE SELLING POINTS**

* A **fresh twist** on the top-down shooter genre with dual-character tactical gameplay.
* A **striking visual identity** inspired by retro 3D glasses.
* A **psychological Cold War narrative** woven directly into gameplay.

## **ABOUT THE DEVELOPER**

Flyaway Studios is a sibling-led indie team from the UK, founded by **Robert Turner**, a Falmouth University graduate, alongside his sister **Louise Turner**, a dedicated character artist. Together, they combine design, programming, and art to create bold, experimental games that fuse style with story.

An **early prototype of Psycho-Kin** was a **finalist in the 2024 Student Search for a Star competition**, showcasing the project’s potential even in its earliest stages. Since then, the game has evolved into its current, feature-complete form. Their previous project, Triple Take, also gained press recognition and established their indie presence.

The team collaborates with talented partners, including **hey, ily**, who composed the music for the Psycho-Kin trailer, bringing extra energy and atmosphere to the game’s distinctive style.

## **TARGET AUDIENCE**

* Players 12+ who enjoy stylish, narrative-driven action.
* Fans of Hotline Miami, Katana ZERO, OTXO, and tactical titles like Doorkickers.

## **LINKS & CONTACT**

* **Press Kit:** <https://psycho-kin.com/press-kit>
* **Steam Page:** <https://store.steampowered.com/app/2875000/PsychoKin/>
* **Website:** <https://psycho-kin.com/>
* **Twitter/X:** <https://x.com/PsychoKinGame>
* **Email:** games@flyaway-studios.com