

# 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](mailto:games@flyaway-studios.com)