



Chromophore: The Two Brothers Director's Cut Fact Sheet

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- Developed by Ackk Studios LLC
- ESRB: Rating Pending
- Projected Release: Winter 2014–Early 2015
- Platform: Wii U™
- Number of players 1 - 2 players
- Genre: Action adventure

Game Description:

Chromophore: The Two Brothers Directors Cut is the remade and remastered version of AckkStudios' Two Brothers, featuring extended dungeons, reworked combat and weapons system, expanded multiplayer, and alternate endings.

Roy Guarder, inventor, scientist, and philosopher, is on an expedition to discover the origins of life. This quest brings him to “The Cursed Lands,” a stretch of land so dangerous and shrouded in mystery that it hasn't been explored in over 700 years. When Roy finds what he's looking for, he is met with a terrible fate. Roy no longer finds himself a living man. He is greeted with a world of colors he never believed could have existed!

One obsession leads to another and Roy begins to walk the line of life and death - sometimes intentionally ending his own life - just so he can see this land of beauty and color again.

However something is strange: Why is Roy the only man who can cross so easily between the worlds of the living and the dead? What has given him this unique ability? How will he reconcile the existence of an afterlife he never believed could even exist?

What makes Chromophore unique:

Chromophore: The Two Brothers Directors Cut takes a long hard look at death in video game. When the player is killed in combat or by a deadly trap, the player will not be greeted by the familiar GAME OVER screen. Instead, the player finds themselves in the “Afterlife Hub.”

This realm of the dead is a colorful and mysterious place where the player can explore, find clues, and interact with characters who have passed on in the game’s story – sometimes even bringing some of them back from the dead.

When the player wants to return to gameplay, they can jump from the edge of the heavens and get back in to the action and exploration!

This mechanic is vital to the gameplay. Sometimes interacting with the dead is just as important as interacting with the living. As a result, the player will need to intentionally end their session in a game over just to cross over to the other side.

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