



Trailer



Description

Hover: Revolt of Gamers is a fast paced single and multiplayer Parkour game in a futuristic 3D open World.

The game takes place in ECP17, a high-tech city also called Hover City by its inhabitants and based on a distant planet. The Great Admin cut the communication with the Galactic Union and established a strong dictatorship. Having fun became illegal and entertainment is banished.

You're in charge of a team of young rebels, the Gamers, fighting against the new anti-leisure laws oppressing the city. Equipped with high-tech gears allowing amazing jump and speed, they roam the city to sabotage the propaganda, help citizens, and find a way to reach the Orbital Station. This way they could warn the Galactic Union and put an end to the oppression.

Hover: Revolt of Gamers is both a single and multiplayer experience. At any time you can instantly switch from offline to online mode and join your friends or players from around the world and progress through the adventure by cooperating or playing against them. No matter where you are and what you're doing, it's possible to connect.

Hover: Revolt of Gamers is also a community driven game with many tools offering players to create missions or mini games.

- Target Release Q1/Q2 2017
- Target Price 29,99€
- Gameplay Influences: Jet Set Radio, Mirror's Edge
- Art Direction Influences: Star Wars, Jet Set Radio, 5th Element



Key Features

An amazing City

Hover City is a huge futuristic full of colors city. Its buildings offer breathtaking vertical playgrounds.

Full openworld

Experience total freedom. Explore the city from its skyline to the underground while doing “parkour”, tricks and high-speed races.

Build your team

10 playable characters are available to unlock. Improve their skills to create the perfect team. You can also customize their colors.

Various Gameplays

The core action is based on nervous races and amazing tricks but the game also offers many alternative ways to play from stealth missions to sport matches with friends.

Choose your experience

Instantly switch from single to multiplayer, whenever you want. Play first or third person or activate the auto camera that mixes both and offers you a dynamic experience.

Create your own challenges

Without leaving the game, use a very simple editor to create your own challenges playable solo or multiplayer.



Gameplay

Crazy movements

Equipped with high-tech suits, gamers are able to run at crazy speed, slide, bounce, push off walls and realize incredible jumps. As many ways to play with the City's verticality and escape the police.

Tricks and combos

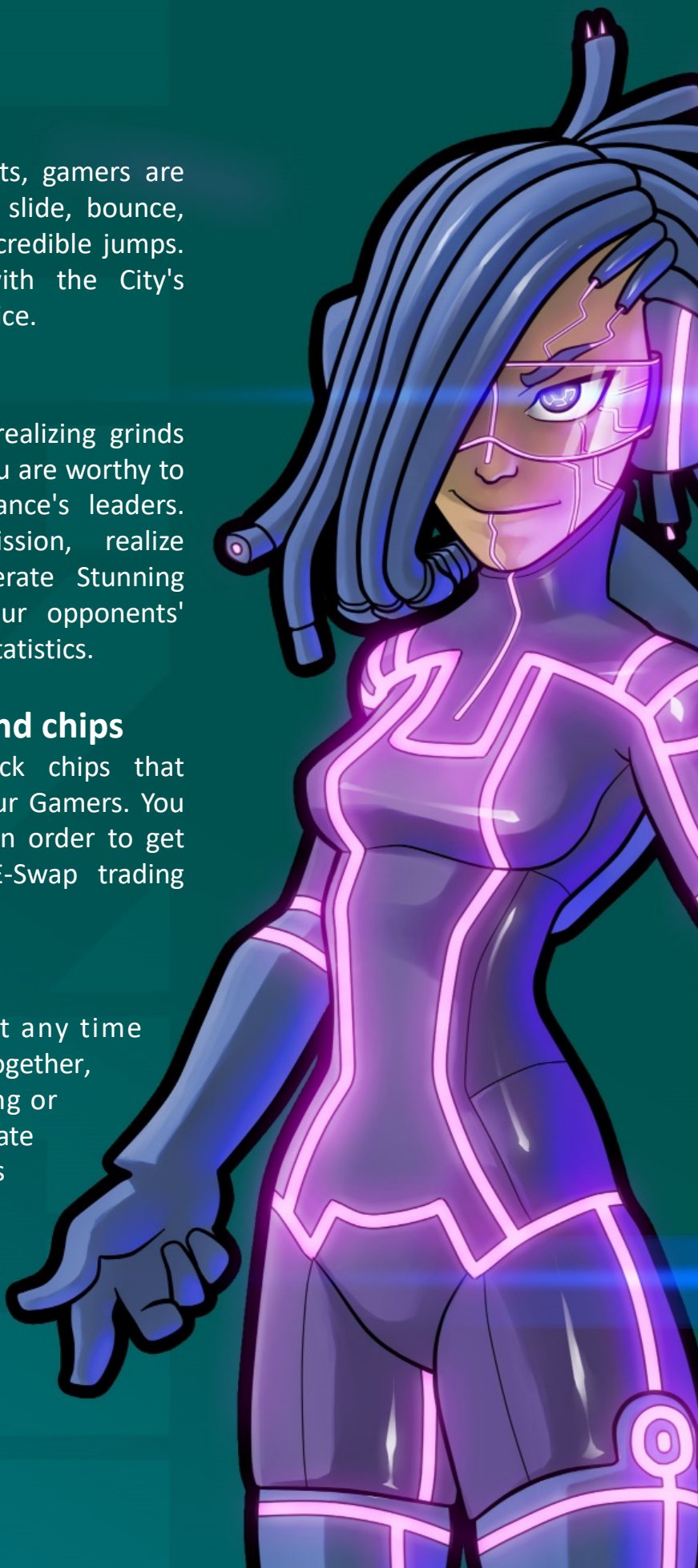
Demonstrate your skills by realizing grinds and crazy tricks and prove you are worthy to become one of the Resistance's leaders. During a multiplayer mission, realize incredible combos to generate Stunning Auras which will lower your opponents' moral and boost your allies' statistics.

Experience, skill grid and chips

Gain experience and unlock chips that improve the aptitudes of your Gamers. You can trade your spare chips in order to get better ones through the E-Swap trading system.

Online multiplayer

Join your friends online at any time and continue the adventure together, whether you are cooperating or working against them. Participate in race, events or scoring battles created in real time by the community.



Gameplay

Missions

As a Resistance leader wannabee you have to recruit different gamers that will strengthen the rebel forces. To convince them, you need to achieve the goal they give you: win a race, beat a score, collect an object... Challenges are many and varied.

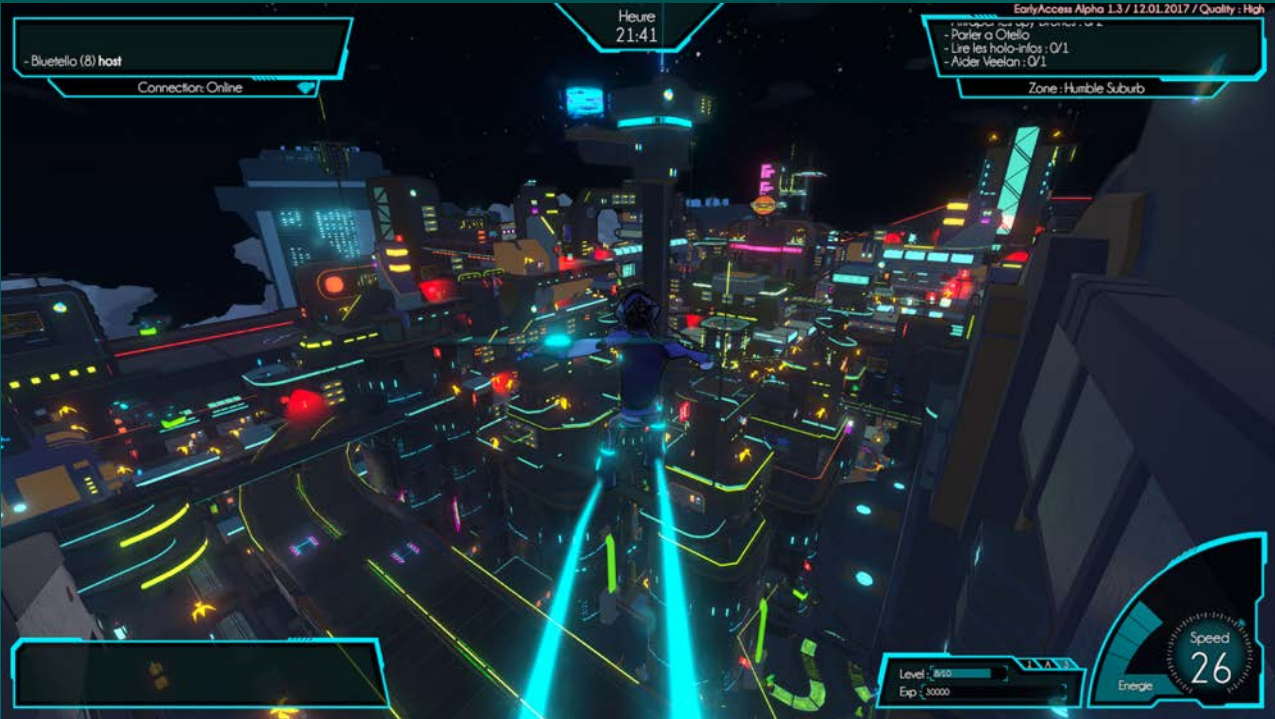
You will start your rebel journey by sabotaging the overwhelming propaganda the Great Admin has set up all over the city. Screens, posters, holograms... The threatening anti-leisure messages are everywhere. You will destroy them or cover them with your own graffiti displaying peace and pro-fun slogans.

As you will get noticed by the Resistance and grow your forces you will be given harder missions in order to ridicule the security forces and shake the tyranny.

Ultimately you will have to face the Great Admin himself to restore freedom.



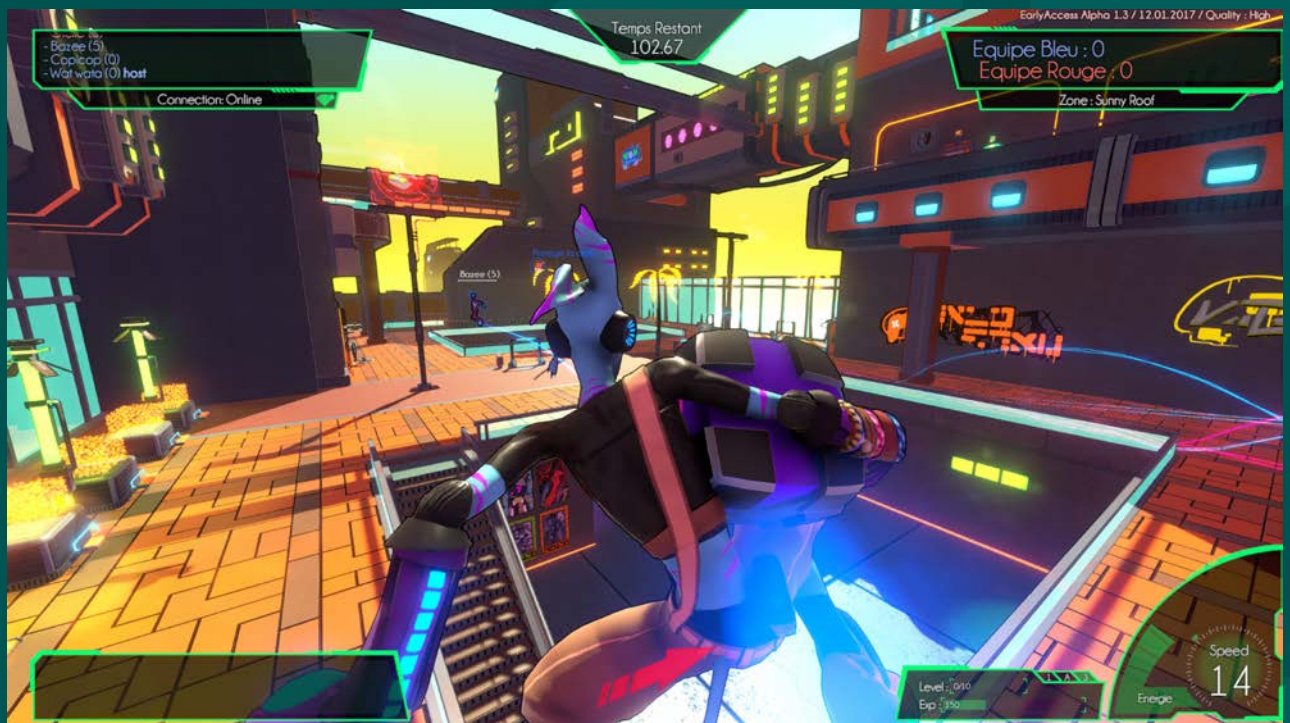
Screenshots



Screenshots



Screenshots



Music

Music is a key element in Hover's City very special atmosphere. We put a special attention to it by securing a most possibly relevant guest composer and having a full time composer/sound designer as part of the team.

Hideki Naganuma

Hideki is a Japanese videogame music composer.

His style is a mix of Japanese techno, funk, soul and hip-hop to create an unique style. He is famous for his work on Jet Set Radio, Jet Set Radio Future, Ollie King and Sonic Rush.

<https://soundcloud.com/hideki-naganuma>

Cedric Menendez

Cedric is a musician and sound designer working for Midgar Studio for the past 6 years. He was previously a professional musician for more than 10 years.

His dynamic style is influenced by hip-hop and electro. He keeps on performing all around Europe as an electro musician.

<https://soundcloud.com/c-dric-menendez>



Team

Fusty Game Team:

Charles Vesic – Art Direction / Level Design
Marine Baron – Character Design
Pierre Raffali – Main Programming / Animation

Midgar Studio Team:

Julien Galibert – Assistant Level Art
Nicolas Graillon – Interface Design / Assistant Programming
Cedric Menendez – Music Composing
Jeremy Zeler-Maury – Assistant Programming

Freelances and supportive team:

Alexandra Amblard – English Localization
Hideki Naganuma – Music Composing



Summary

Genre

Action 3D Parkour Game in Sci-Fi Open World, single or multiplayer.

Target platforms

PC Windows
Mac
Linux
Oculus Rift

PlayStation 4
Xbox One

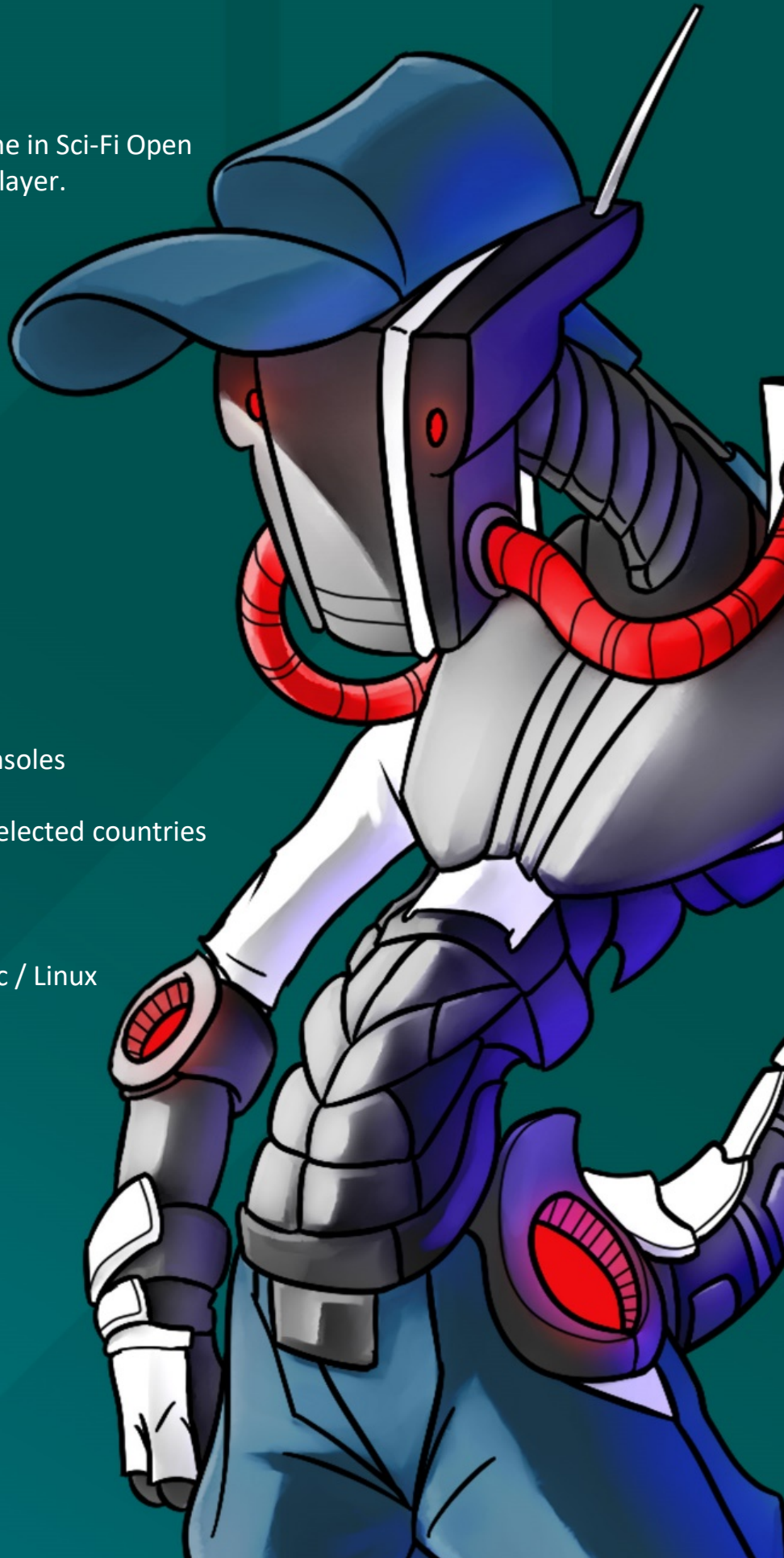
Target Prices

\$29,99 / 29,99€ on PC
\$39,99 / 39,99€ on Consoles

Retail distribution on selected countries

Target Release

May 31st 2017 PC / Mac / Linux
Q4 2017 Consoles



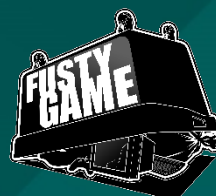


Credits & Contacts

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