

PRESS RELEASE

Amsterdam, 15 August 2017



KIN

Stylized VR platformer to hit Oculus Store later this year

In the fall of 2017, House of Secrets will present a virtual reality puzzle platformer game with combat elements that will have the player traverse the remnants of an ancient civilization on a distant planet. Throughout your journey through alien landscapes, a story will unfold.

[KIN](#) will become available for both the Gear VR and the Oculus Rift later this year.

The game holds an abstract aesthetic that has become characteristic for the studio through their earlier VR experiences such as APEX and Surge. Lively colours, intuitive gameplay and interesting level design set the tone for KIN, in which the player moves through the world as a mysterious, tiny girl with big hair, clad in a bright dress. Defeating enemies and solving puzzles, she leaps from platform to platform, travelling through different landscapes.

We at House of Secrets have been loving this journey into indie game development for VR. We are looking forward to share the process and the end result with all of you soon!



Note to editors

More info on KIN is available on www.kin-game.com or through our presskit, to be downloaded [here](#). Both will be updated as the launch date approaches.

Direct link to the teaser: <https://www.youtube.com/watch?v=mnkZVGbsM-4>

For further information, press materials and interview requests, please reach out to Daniëlle de Jonge at press@kin-game.com

KIN is made by House of Secrets.

House of Secrets is an Amsterdam studio specializing in virtual reality, interactive design and 3D animations.

More info at www.houseofsecrets.nl

Or find us on [Twitter](#), [Facebook](#) or [Instagram](#).

Exact release date for KIN to be announced.