KIN

Links and Downloads

KIN teaser on YouTube: https://www.youtube.com/watch?v=mnkZVGbsM-4
KIN trailer on YouTube: https://www.youtube.com/watch?v=dWCoElDUkA4
KIN for GearVR on Oculus Store: https://www.oculus.com/experiences/gear-vr/1723715221033555/

Game website: http://kin-game.com
Developer website: http://houseofsecrets.nl

Presskit (.zip): http://www.kin-game.com/downloads/presskit.zip

Info

'KIN' is a virtual reality platformer game, created by House of Secrets in 2017. 'KIN' is a seated or standing experience for the for the Oculus Rift CV1 + VR Ready PC or the Gear VR + Samsung Galaxy S6 and higher.

Launch dates

KIN is available for the GearVR from December 21, 2017 in the Oculus Store.
KIN is available for the Oculus Rift from January 2018 in the Oculus Store.

Tagline

Traverse alien landscapes, battle your enemies and solve puzzles to find out your story in the virtual reality platformer KIN.

Synopsis

House of Secrets presents a VR 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.

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.

Features

- Original setting and storytelling
- Exciting combat and challenging puzzles
- Guide your character through beautifully crafted landscapes in virtual reality

Requirements

Oculus Rift CV1 + VR Ready PC OR Gear VR + Samsung Galaxy S6 or higher.
KIN requires a gamepad controller.

Developer

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

Credits

Created and Directed by
Arjan van Meerten & Sven Neve

Technical Lead
Sven Neve

Creative Lead
Arjan van Meerten

Production
Daniëlle de Jonge

Programming
Ilona de Bruin
Michael Lam
Sven Neve

Programming Interns
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Mike von Rotz

Design Interns
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Mario Signorini
Jasper de Vries

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Ruud Renting

Sound Design
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Concept Development
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Sven Neve
Ruud Renting

Story
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Prototype
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Level Design
Joost Jordens
Mike von Rotz

Optimization
Michael Lam

Promotion
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