**RIVERHILL TRIALS PRESS KIT**

**General information**

**Title:** Riverhill Trials

**Developer:** Watercolor Games

**Genre:** Adventure, Platformer, First Person

**Release date:** April 12, 2018

**Platforms:** PC, Mac

**Price:** 7 USD

**Localization:** English (audio), French, Spanish, German, Italian, Japanese, Simplified Chinese, Traditional Chinese, Russian, Portuguese, Czech, Polish, Brazilian Portuguese, Korean, Turkish (subtitles)

**Social Media**

**Website:** <https://www.riverhilltrials.com>

**Email:** [contact@riverhilltrials.com](mailto:contact@riverhilltrials.com)

**Steam Page:** <http://store.steampowered.com/app/810460/Riverhill_Trials/>

**Trailer:** <https://www.youtube.com/watch?v=mI_-6zafsqU&t=4s>

**Twitter:** <https://www.twitter.com/riverhilltrials>

**Facebook:** <https://www.facebook.com/riverhilltrials>

**Description**

**Riverhill Trials** is a first-person platform adventure set in a fantasy/cartoonish setting. The main character wakes up in space, in the cockpit of a spaceship, not knowing how he got there or how to fly the spaceship. He lands on a strange planet and soon finds out that the environment is moving and he can only cross parts of the planet by using the moving platforms. Along the way, the dynamic environment will try to stop the player from escaping the planet, by blocking his path, locking him in caves, dropping rocks from the sky and hiding secret paths and secret collectibles.

**Key Features**

* Dynamic Environment – everything you see might or might not be real – the walls fall, the rocks move, the trees fall – the forest will test you
* Doznes of challenges: Find all the collectibles, avoid the pits by mastering the art of platforming and find your way out or Riverhill.
* Stunning Environment: The map has been carefully crafted, you will explore over 15 different areas, each one having its own charm and challenges.
* A Fun Story: The main character is a fun guy, he’ll talk to you the entire game, and occasionally to himself.
* You’ll Enjoy if You Like: Firewatch, The Witness and Limbo

**Quotes from the developer**

* “*Riverhill Trials* is a game made by two developers, a designer and a programmer and our main goal was to create something of high quality at a low price. We believe that everyone should afford playing our game.”
* **“**I’m a huge fan of platformers and the lack of first person platformers has inspired me to create *Riverhill Trials*.”
* “Our ultimate goal is to afford to create a bigger team by hiring junior developers and offering them the chance to learn how to make a game from scratch and have fun while at it.”

**FAQ**

**Will it be launched for Consoles?**

We haven’t planned anything at this time, combined, the two of us, we have over 15 games released on all consoles since PS2 and a lot of handhelds, but unfortunately we can’t afford a PS4 devkit

**Does the game support controllers?**

No, after intense testing we’ve decided to remove the controller support. With the platforms moving fast and in different directions, timing your jumps can be extremely frustrating and we’d like to avoid that.

**Tell us more about the team?**

We’re two developers from Romania, working during evenings and night time after our 9-6 job. We’ve been working together for more than 4 years and we have a combined experience of over 15 years in the industry. We’ve worked for companies such as Activision, Ubisoft, Atypical Games and Nexon.

**How long is the game?**

Around 2-3 hours, 4-5 for completionists.