**Press Header:**

SkyRider the Game is Announced Officially

**Platform**

PC

**Hi there!**

Welcome to:

“SkyRider & the Journey to the AirCitadel” an action-puzzle-platformer for PC and consoles.

FIRST OF ALL Don´t you read, just WATCH the (1.01 version) TRAILER over here:

<https://www.youtube.com/watch?v=yResMMklD9w>

**-- The Game --**

You control both a character and his drone. That can be done in one of three ways:

* WASD keys for Noki and Mouse for Roboto.
* Or both analog sticks of a single Joystick.
* Or 2 joysticks for co-op multiplayer with a friend.

Noki jumps around while getting the energy that Roboto needs to help him by making platforms, a shield, dragging things and shooting.

*The game shows detailed pixel art graphics, hardcore gameplay and interesting co-op mechanics.*

**-- Play it please! --**

Find a playable demo version over here:

***SkyRider Press DemoBuild 1.02:***

<http://gamejolt.com/games/skyrider-the-journey-to-the-aircitadel/75697>

Right now is only for Windows, but we will have a Mac version right away (please, please email us if you want a Mac build and we will send it as soon as we have it):

**-- Story --**

In the Skyrider Universe, a powerful and strange mineral was found that the wealthy people and academics used to build a gigantic flying city called "AirCitadel". Since they need this mineral to keep the city running, they also created a TV broadcasting system to exploit the poor people that still live in the world. To have access to it, they need to pay with their hard work and this mineral. Noki, a wealthy young man living in the AirCitadel, gets thrown off the city for trying to protect the people below, but his personal drone saves him from the fall. Now Noki will start his journey to reach the AirCitadel in order to set things straight

**-- Future KICKSTARTER --**

July 9th a kickstarter campaign is going to be launched. Please stay tuned

**-- Who are we? --**

MagicGuiso is a young argentinean game developer company. Made out of four industry professionals that wanted once and for all use games as a way to express and deliver a message and not only in search of profit.

Website: <http://skyriderthegame.com/>

PressKit: <http://skyriderthegame.com/presskit.html>

Facebook: <https://www.facebook.com/SkyRiderTheGame>

Twitter: <https://twitter.com/SkyRiderTheGame>

DevLog: <http://skyriderthegame.tumblr.com/>

Youtube: <https://www.youtube.com/channel/UCIaSOb7uM19CTpbbk1MsRrw>

Vine: <https://vine.co/u/1174425440249589760>

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Thanks in advance!

Bests,