**AHNAYRO Press Kit Web Format**

**Fact Sheet**

**Developer:**

[Alice & Smith](http://www.aliceandsmith.com)

Based in Montreal, Quebec

**Awards & Recognition:**

Numix Gala Startup of the Year - 2015

**Founding Date:**

2014

**Ahnayro Website:**

<http://www.ahnayro.com/>

**Press Contact:**

pgreatbatch@aliceandsmith.com

**Description:** Fact sheet and Description in Word Doc format

**Demo:** Ahnayro Demo Download Link

**Release Date:** Early Access June 2016, Full release Fall 2016

**Price:** ----

**Platforms:** PC, Mac

**Social:**

[Ahnayro Twitter](https://twitter.com/ahnayro)

[Ahnayro Facebook](https://www.facebook.com/Ahnayro-1234974103195037/)

[Ahnayro Youtube](https://www.youtube.com/channel/UCW7p9O4HrymJoylgb8Cr40Q)

[Ahnayro Forums](http://forums.ahnayro.com/)

**Alice & Smith Releases:**

* [The Black Watchmen](http://www.blackwatchmen.com/)
* [NITE Team 4](http://www.niteteam4.com/)

**About the Game**

Ahnayro is a **narrative driven puzzle game** exploring the world of dreams. You play as a person gifted with the ability to look beyond the **veil of reality**, investigating a universe that opens up to you every night; haunting you, beckoning you to **solve the mysteries within**.

Yet you are not in control of this world; you are at the mercy of **mysterious individuals**, who flow in and out of your mind. Your only hope of gaining control over this world is to piece together your **fragmented visions** and confront your tormentors.

As any dream, however, this new reality is structured on the waking world, and understanding one necessitates understanding the other.

**Gameplay**

You must **piece together fragmented information** in your dreams in order to understand the **hidden meaning** of this new world. Through a series of research and logic based puzzles, you will slowly uncover the identities of your tormentors and build up the courage to confront them. Ahnayro delivers **complex research and logic based puzzles** which will challenge your knowledge of art history, mythology, historical events and figures and allows you to see hidden connections between them.

**Features**

**ALONE IN THE DARK**

The game can only be played at night; surround yourself in this unique dream world that opens up as darkness descends.

**IMMERSIVE NARRATIVE**

Delve into the twisted logic of your dreams through an engaging narrative, integrated within the puzzles themselves. Explore the dream world further and interact with in-game characters on role-playing dream journal forums.

**MULTI-LAYERED PUZZLES**

Ahnayro is a two tiered puzzle system: You must first solve individual fragments of a dream, then piece together the threads that connect them together.

**TEST YOUR KNOWLEDGE**

Employ your knowledge of the real world - historical figures and events, science, established mythology, etc, or seek it out on the web - in order to discover the meaning behind your dreams.

**STEP BEYOND THE VEIL**

Flowing style, unique input mechanics and atmospheric soundtrack usher you into the unique dream world of Ahnayro.

**History**

Ahnayro was developed as a collaboration between the award winning team behind the first Permanent Alternate Reality Game **The Black Watchmen** and the experimental theatre and game collective The Lovent Group. The two groups wanted to bring the unique gameplay and engaging narrative offered by Alternate Reality Games to the mainstream public in a more casual gaming experience. Using complex puzzle styles found throughout **The Black Watchmen**, and an immersive story rarely found in puzzle games, our goal is to showcase the potential for a new style of narrative game.

**Credits**

Andrea Doyon - Producer

Nathalie Lacoste - Producer, Writer

Fred Forgues - Game Design, Graphic Design, Lead Developer

Vincent Chevalier - Developer

Patrick Greatbatch - Game Design

Steven Patterson - Game Design

Kristinia Atanasoski (Lovent Group) - Writer

Charles Ferris (Lovent Group) - Writer

Chiling Chiu - Writer

**About Us**

Alice & Smith is an entertainment company based in Montreal, our passion is creating emotions. With its 7 years of experience in the design and production of transmedia campaigns and 15 years of experience in digital marketing, Alice & Smith’s team believes in the power of emotion and in constantly creating new technological ways to reach people.