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NEVER-ENDING STORY: A VIDEO GAME THAT LASTS 1,000 YEARS
Heroes Villains Gamers release an unusual storygame for smartphones and tablets

Manchester, UK: Gaming can be addictive, but can a game last 1,000 years? You may have just sensed a disingenuous question... great, because that's just the kind of engaging, disarming line that drives this highly unusual entry to the far left-field end of the gaming spectrum.

Entitled 'Mid Game Crisis' there's much more to this extremely unusual (unusually extreme) indiegame. Touted by its makers - 'Heroes Villains Gamers' - as 'a story experience' MGC treads a tightrope between game/anti-game that has, simultaneously, 'tap-play' immediacy yet 'wait-wtf' brain funk.

MGC trailer here: www.youtube.com/watch?v=Bh0eb2gJn58

Built using Twine, for Smartphones and Tablets, MGC is the first born of HVG. And it's quite the enfant terrible as HVG explain: "it's a short interactive storygame about divorce, snapchat and new beginnings... diverse options and final choices in pictures, text and audio... 2 minutes long yet over a quarter of a billion ways through the story."

One courageous game tester said: "I really liked it. Different, fun and strangely trippy." Ready Player One? Don't be so sure. MGC is available for free on the HVG website: www.heroesvillainsgamers.com/play from Friday 13th April 2018.

Notes for Editors: Heroes Villains Gamers is a new company, producing innovative games and story experiences. They are based in Manchester with partners in Croatia and France. Mid Game Crisis is their first official release.
(www.heroesvillainsgamers.com)

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Press preview of Mid Game Crisis for smartphones and tablets:
www.heroesvillainsgamers.com/press/midgamecrisis/preview/Mid-Game-Crisis.html

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