**Deliver Us The Moon Marketing Text**

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| **PRODUCT NAME**  | Deliver Us The Moon |
| **What is…** | Deliver Us The Moon is a Sci-Fi epic where the Earth has been drained of resources and the Moon has been colonized for a promising new source of energy. After all comms fall silent, you’re sent on a do-or-die mission to investigate what happened and to save the human race.  |
| **USPs (Spoken)** | * *The narrative focuses on topical issues, like climate change and the depletion of the world’s natural resources*
* *Play in 1st and 3rd person, as Deliver Us The Moon takes you on a genre busting narrative adventure*
* *Deliver Us The Moon* is an indie title with huge production value – and a development spend in excess of **$1,500,000 over 3 years**. It is a passion project and the attention to detail is second to none.
* It is an Unreal Dev Grant Award winner, and it ran a **successful (100K+) Kickstarter campaign** and has a loyal following. Honestly, the word indie doesn’t do this justice.
* *Deliver Us The Moon* is on a par with the likes of The Turing Test (for puzzles), Subnautica (for atmosphere) Tacoma (for the space theme), and even the likes of SOMA.
* *Deliver Us The Moon* will be launching later this year as the new, improved and content complete version. **The hugely anticipated 2nd part of the story**is the moment the huge marketing campaign kicks off.
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| **Strapline** | **BE AN ASTRONAUT | DARE TO LEAP** |
| **10 Words** | Deliver Us The Moon is a Sci-Fi thriller set in an apocalyptic near future.  |
| **25 Word** | Deliver Us The Moon is a Sci-Fi thriller set in an apocalyptic near future, where Earth's natural resources are depleted. A lone astronaut is sent to the moon on a critical mission to save humanity from extinction.  |
| **50 Word** | Deliver Us The Moon is a Sci-Fi thriller set in an apocalyptic near future, where Earth's natural resources are depleted. A lunar colony providing a vital supply of energy has gone silent. A lone astronaut is sent to the moon on a critical mission to save humanity from extinction. Will you save mankind or be forgotten in the dark abyss of Space? |
| **Full Description** | Deliver Us The Moon is a Sci-Fi thriller set in an apocalyptic near future where Earth's natural resources are depleted. In an effort to solve the energy crisis, global powers created the World Space Agency and secured a promising new source of energy on the moon.The World Space Agency colonized and operated from the moon until one fateful night all communications with Earth ceased and the energy source was lost. Now, years later, you assume the role of Earth's last astronaut on a do-or-die mission to investigate what happened and save humanity.During this adventure, your only companion is a small robot named ASE. Together you will traverse the moon, explore abandoned facilities, gather clues and ultimately uncover the secrets and hidden agendas of those long gone!Will you save mankind or be forgotten in the dark abyss of Space? |
| **Key Features** | **Real World Issues**The narrative focuses on topical issues, like climate change and the depletion of the world’s natural resources**Multiple Gameplay Styles**Experience sequences of 1st and 3rd person play, as Deliver Us The Moon takes you on a genre busting narrative adventure**Be an Astronaut**Launch a rocket from Earth, journey through the WSA space station and explore the open lunar landscape with weightless freedom - by foot, rover or monorail**Uncover the Past**Ruins of previous lunar missions have many stories and secrets to tell. Use your Astrotool to uncover the history of the lunar colony.**Suit Up with Space Age Tech**With the ASE drone as your sole companion, utilise the greatest technology mankind has to offer from new age space-suits, cutting lasers, rockets and robot arms**Survive Hazardous Environments** With oxygen tanks running out and the never-ending void of Space staring you down, staying alive won’t be so easy**Crack the Code**Overcome obstacles, dangers blocking your path and uncover the secrets of the past by using various tools and all of your wits to solve intricate puzzles**Feel Weightless with a Breathtaking and Atmospheric Soundtrack**Inspired by the greatest works of Sci-Fi in cinema, Deliver Us The Moon has an awe inspiring soundtrack to rival the movies with three hours of original music**Powered by Unreal® Engine 4**Deliver Us The Moon uses Unreal® Engine 4 to deliver incredible gameplay and stunning graphics**\*\*\*STEAM ONLY – Post-Re-Launch\*\*\*****Finish the Mission**Deliver Us The Moon is the complete experience including both the Fortuna and Tombaugh story arcs.**\*\*\*\* STEAM ONLY – Pre-Re-Launch \*\*\*\*****Finish the Mission**Deliver Us The Moon will launch later in 2019, players who’ve purchased Deliver Us The Moon: Fortuna will receive the full Deliver Us The Moon experience including the Tombaugh story expansion as a free update on launch. |
| **Key Features Short** | ***Real World Issues**** Tackle real world issues
* 1st and 3rd Person perspective, including driving numerous vehicles
* Vast, open moonscape to explore and discover
* Claustrophobic, suspense driven action
* Anti-gravity gameplay sequences
* Clever, challenging puzzles
* Haunting, orchestral soundtrack
* Powered by Unreal® Engine 4
 |
| **Keywords** | Action, Adventure, Space, Exploration, Indie, Sci-Fi, Narrative, Puzzle, Mystery, first person, third person, vehicles, modern day issues, climate change, real world (add more) |
| **Format(s):** | **Xbox One** | **PlayStation® 4** | **PC (Steam)** | **Switch** |
| **Age Ratings (TBC):** |  |  |  |  |
| **Languages (Text)** | * EN, FR, IT, DE, ES, PL, RU, KR, JP, CN
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| **Languages (Audio)** | * EN, FR, DE
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| **Copyright Micro** | Deliver Us The Moon © 2019 Keoken Interactive. All Rights Reserved. |
| **Developer name** | Keoken Interactive  |
| **Publisher** | Wired Productions  |
| **Publisher URL** | [www.wiredproductions.com](http://www.wiredproductions.com)  |
| **Release Date** | Q4 2019  |
| **About Keoken Interactive**  | KeokeN Interactive is a young Dutch Indie game development studio, founded by Koen Deetman, Paul Deetman and Johan Terink in 2013. Envisioning the games industry as a platform to go beyond traditional gaming and create immersive experiences, KeokeN Interactive aim to develop rich and believable worlds that will make you forget your surroundings and push the boundaries of your reality. |