**Those Who Remain Marketing Text**

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| **PRODUCT NAME**  | Those Who Remain |
| **What is…** | Those Who Remain is an up-close, psychological horror, set in the sleepy town of Dormont. Edward, a man who had the perfect life, was lured into darkness. Attempting to break off his affair and put his family back on track he drives into the night, unaware of the darkness brewing below Dormont and the cause of recent disappearances…  |
| **Strapline** | **DARKNESS SEES ALL** |
| **10 Words** | Those Who Remain is an up-close, psychological horror, set in the sleepy town of Dormont. |
| **25 Word** | Those Who Remain is an up-close, psychological horror, set in the sleepy town of Dormont. Confront uncomfortable horrors, keep your sanity in check and survive the night. |
| **50 Word** | Those Who Remain is an up-close, psychological horror story set in the sleepy town of Dormont. Whispers of disappearances carry through the town. Edward, a man who had the perfect life and was lured into darkness, must now confront uncomfortable horrors, reflected by the dark, to survive the night of Dormont. |
| **Full Description (Story)** | As the lights go out, the embers of darkness are stoked in the sleepy town of Dormont. Whispers of disappearances carry through the town as a burgeoning, uneasy and irrational fear begins to spread and darkness comes to be an unwelcome reflection to Those Who Remain. Some mistakes should never happen, not when your life is complete – and yet they do. Edward had the good life, a beautiful wife and the perfect little girl, yet finds himself several whiskeys down and driving through the night of Dormont to end his secret affair - in a bid to fix his mistakes. As Edward pulls into the Golden Oak Motel, he is unaware just how much this night will change his life… |
| **Gameplay****(Steam Description Adder)** | The horrors and darkness that thrive in the corner of every eye are torn loose… Those Who Remain places you in an up-close, psychological horror story set in the sleepy town of Dormont – a town in a spiralling split from the fabric of reality, warped by darkness and the deeds of the Citizens who reside. Confront the uncomfortable horrors reflected by the darkness and survive the night of Dormont as Edward is confronted with a test of his sanity, morality and the shadows of evil that lurks below. |
| **Key Features** | * **Darkness Has Eyes** - Navigate and survive the encroaching darkness and stay in the protection of the light by any means
* **Worlds Torn Asunder** - Pave your way ahead by moving between Dormont and its dark otherworldly counterpart to further solve the mysteries held within the dark
* **Conscience of Choice** – Choose to help any surviving citizens of Dormont you encounter or leave them to the darkness. Innocence cannot always be assumed, and the township of Dormont hides a cursed trove of secrets
* **Savour your Sanity** – Keep your sanity in check as you delve deeper into the darkness of Dormont – expected rules of the real world have been torn apart
* **Follow your Path** – Your decisions and choices will determine the fate of Edward, through multiple different branching outcomes
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| **Key Features Short** | * Mysterious psychological horror journey
* Pass between the world of the real and an alternate world taken by the decay of a darkness
* Help or abandon lost survivors – the decision is yours
* Experience multiple different outcomes based on your actions
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| **Format(s):** | **PC (Steam)** | **Xbox One (TBD)** | **Nintendo Switch (TBD)** | **Playstation 4 (TBD)** |
| **Languages (Text)** | * English, French, German, Italian, Spanish, Japanese, Korean, Simplified Chinese, Polish, Brazilian Portuguese, Russian
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| **Languages (Audio)** | * English
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| **Developer name** | Camel 101 |
| **Publisher** | Wired Productions  |
| **Publisher URL** | [www.wiredproductions.com](http://www.wiredproductions.com)  |
| **Release Date** | TBD |
| **About Camel 101**  | Camel 101 is an independent and self-funded game development studio, focused on creating fun and entertaining games. Bolstered by a team who have wide ranging development and creative experience, the team have worked on a wide range of projects ranging from casual games, to strategic and tactical wargames, and horror adventures. |