

# Abridge Press Kit - Information

## (Updated 10/13/2022)

### Factsheet

**Created by:** Aaron Arenas (Eventide Games Studio)

**Developed by:** Aaron Arenas (Eventide Games Studio)

**Published by:** Aaron Arenas (Eventide Games Studio)

**Release Date:** October 14th, 2022

**Platforms:** Windows, Linux, & Mac

**Cost:** \$5.99

**Language:** English

**Email Contact:** eventidegamesstudio@gmail.com

**Website:** <https://eventidegamesstudio.com/abridge>

**Abridge Web Press Kit:** <https://eventidegamesstudio.com/abridge-press-kit/>

**Steam Page:** <https://store.steampowered.com/app/1594290/Abridge/>

**itch.io Page:** <https://eventide-games-studio.itch.io/abridge>

**Socials:**

- [YouTube](#) (Eventide Games Studio)
- [Twitter](#) (@eventidegs)

**Release Trailer:** <https://www.youtube.com/watch?v=UtCANU49sgw>

### Short Description

Abridge is a Sokoban-style puzzle game where you control colorful shape filled pieces to solve puzzles. Explore how their simple rules form intriguing interactions to construct solutions.

### Description

Abridge is a Sokoban-style puzzle game where you control colorful shape filled pieces to solve puzzles. The rules are simple: shapes express movement and colors illustrate abilities. Kick back, relax and solve puzzles while uncovering the meaning behind each shape and color. Each puzzle is designed to showcase the delightful synergy between them.

### Features

- Over 90 hand-crafted levels
- Calm, Soothing In-Game Soundtrack
- Vibrant, Minimalist Aesthetic
- Keyboard & Mouse and Controller Support

### Gameplay

- Move, push and pull the colorful shape filled pieces
- Push them into the goal
- Remove them all to solve the puzzle
- Celebrate!!! 🎉

## **History**

Abridge is Aaron's first Steam release. In the summer of COVID in 2020, Aaron decided to learn Game Development. After participating in GTMK Game Jam 2020 and completing the Game Jam, it ignited his passion for building games. He started coming up with game ideas, prototyping in Unity and learning as much as he could on YouTube. Among those game ideas was an idea for an abstract, Sokoban-style game, which later became Abridge. Aaron drew inspiration from popular titles, Baba Is You and The Witness, and wondered what it would be like if these gameplay concepts were combined. Shortly after, development on Abridge started in July 2020. He started with pen and paper, making levels by hand, until the systems were too complex to manually track. Then, he started implementing each system into Unity. Over 2.5 yrs of slow, steady, iterative progress on the game design, puzzles, art, and music, the result is a unique, hand-crafted, abstract Sokoban game. Abridge is expected to release on October 14, 2022 on Steam and itch.io.