



## **FACTSHEET**

**Developer:** Sunnyside Games

Based in Lausanne, Switzerland. Founded in 2013.

**Contact:** [hello@sunnysidegames.ch](mailto:hello@sunnysidegames.ch)

**Towaga: Among Shadows** is an action game featuring twin-stick shooter mechanics, several gameplay modes, a local-multiplayer feature as well as a vast amount of character upgrade and unlocks to discover.

**Publisher:** Noodlecake studios - Mobile & Steam

**Publisher:** Forever Entertainment - Switch, Ps4, Xbox

### **Social links**

<http://sunnysidegames.ch/>

<http://twitter.com/sunnysidegames>

[http://instagram.com/sunnyside\\_games](http://instagram.com/sunnyside_games)

<https://youtube.com/@sunnysidegamesofficial>

<https://discord.gg/U4XrKsFMCp>

### **Key Facts**

**Release date:** 19.09.19 line-up title of Apple Arcade / 2020 on all consoles & Steam

**Platforms:** Steam, Nintendo Switch, Playstation 4, xbox, Apple Arcade, iOS, Android

**Game type:** Action / Shooter

**Multiplayer:** 1-4 players local split-screen

**Engine:** Unity

**Target pricing:** 15\$ on PC / consoles

**Languages:** 14 (English, Chinese, Japanese, Korean, Russian, Arabic...)

### **Key features**

Unique 2D art direction

Beam shooting mechanic

Many Items, outfits, relics and spells to unlock

Local Multiplayer feature

A mysterious back-story to discover, with polished 2D cinematics

### **Video Links**

Launch Trailer: <https://www.youtube.com/watch?v=u--FAUayx4M&t=2s>

2D Cinematic Trailer: <https://www.youtube.com/watch?v=6ilyRiUnOI4>

Multiplayer Trailer: <https://www.youtube.com/watch?v=OE1GZVT0vMk>

### **Key Content**

- 5 game modes : Story, Survival, Flying (survival mode but in the air), Light Clash (multiplayer), Void Realm (very difficult extension of the story mode)
- A Local-multiplayer versus fighting mode
- Wide range of unlockables (60+ items with story content)
- More than 50 trials/achievements to complete
- Outfits & spells that can be unlocked and upgraded throughout the game
- In-game leaderboards for survival modes
- In-game stylized 2D cinematics