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About This Game

You built this tower from the ground up, everything inside, from the AI to the building layout is by your design. You worked hard to ensure that you had the premiere residence in the city of Umbriol, but now, why is everyone gone?

You wake up in your penthouse, greeted by your concerned AI. She serves as not only your personal assistant, but also as the building manager. You soon realize that she is the only company you have left in the entire building. She claims that she knows how to get you out, but something seems off. Getting out is important, but what about all your residents? Can you figure out why your once prosperous tower is now filled with nothing but static?

Static is part psychological thriller, part escape the room, part investigation adventure. The game is set entirely in first person, giving you the ability to fully explore all of your surroundings. You will have ten floors to get through, each unique to the people living there. You will work to discover what they were working on, what led to the events that you find yourself in, and what exactly happened to everyone that used to live there.

Static is designed to take roughly 5-6 hours to complete, with two possible endings. The alternative ending however, will not be obvious as to how to reach it.

We have worked to create a 3D game to show off everything that everyone at Dogwood Gaming has learned and built upon, we are incredibly thrilled to share what we built with you!

Features -

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- A full 10 story futuristic tower to explore
 - Carefully crafted horror elements to keep you uneasy for the entire experience
 - Our first fully voice acted game
 - Full freedom of exploration, with all objects hand placed with purpose throughout all the rooms
 - Hundreds of unique assets to give our game a unique feel
 - Fully integrated with the Ashes of Kanaka universe, expanding on the story and universe we have already created

We would also like to note that shortly after the release of Static, we will be releasing a FREE update to Ashes of Kanaka that will include the main character from Static as a follower, fully integrated with the story just as you would expect from all the other companions.

Title: Static
Genre: Indie
Developer:
Dogwood Gaming
Publisher:
-

Release Date: 5 Apr, 2019

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 10

Processor: I5 or Better

Memory: 2 GB RAM

Graphics: 970 or Above

Storage: 5 GB available space

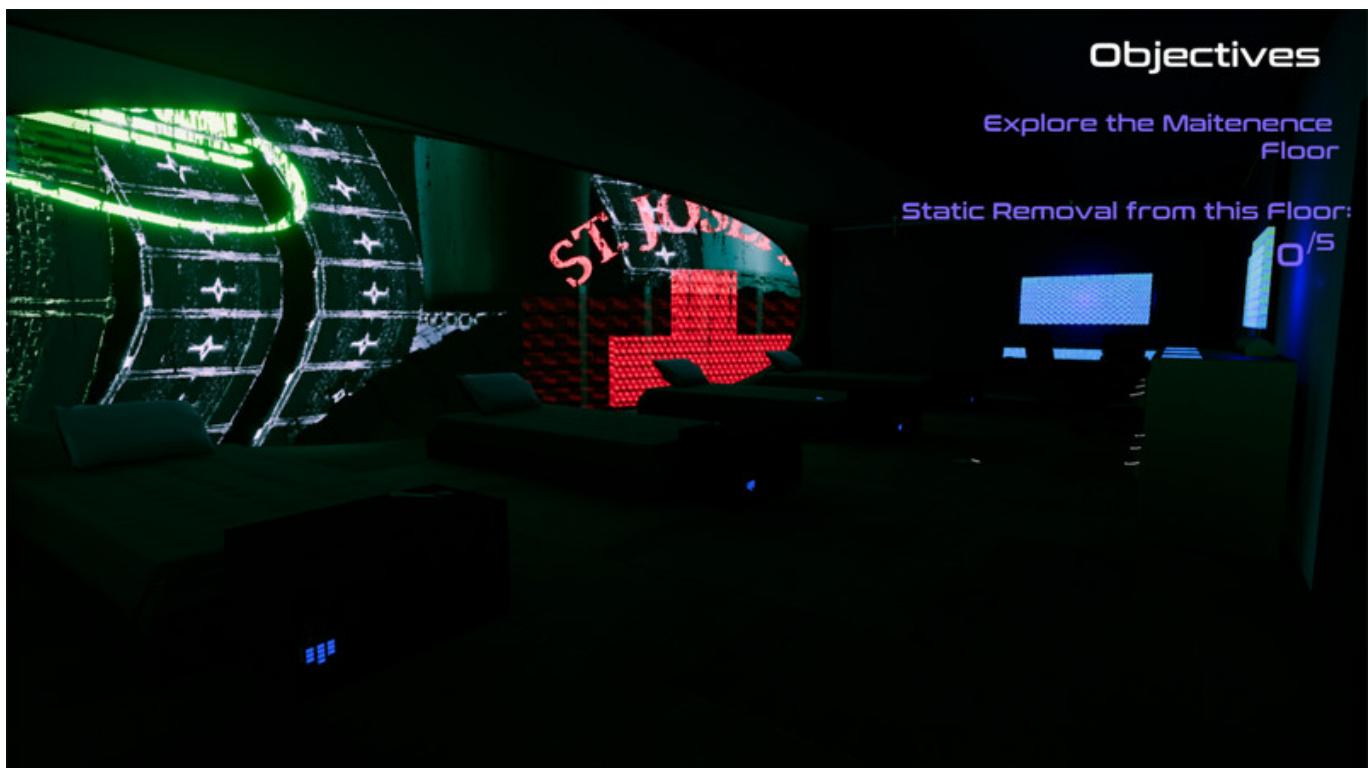
English

Objectives

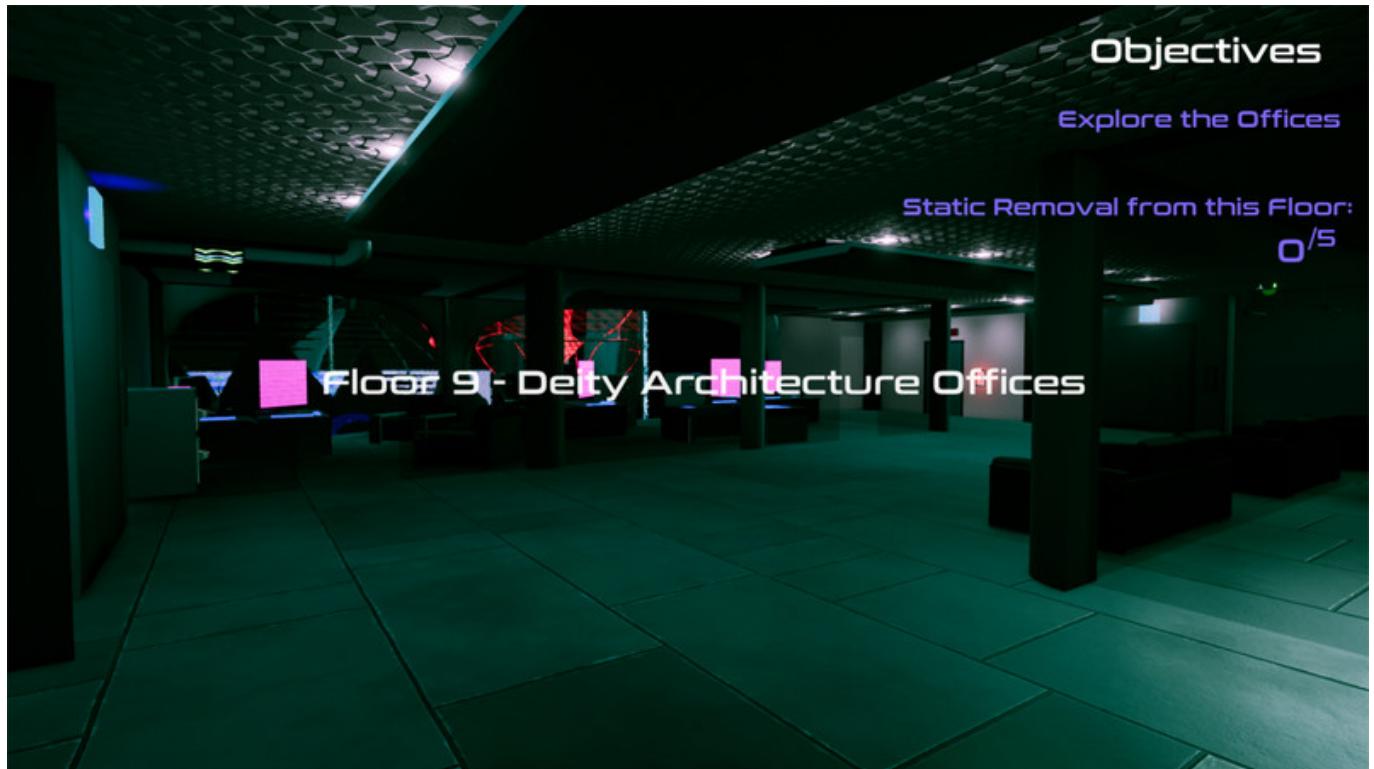
Explore the Maintenance Floor

Static Removal from this Floor:

0/5







Just got the game. Having played Ashes of Kanaka, I am excited to pick up the game to get a chance to go back into the Ashes Universe. I want to try this game out to see if I can get pulled into the atmosphere and get a great experience.

Can't wait to get started!. Playing through and 100 percenting took just under 2 hours for me. With that in mind, it's an interesting game. You are tasked with escaping from the tower while piecing together the story through the lives of the inhabitants. The graphics are nice and the views from the windows made me want to explore more the world had to offer. The levels of the tower are small so I imagine the footprint in the overall scheme of the city is minuscule. There are some creepy parts that offer flashbacks. The downsides for me were the sounds\music and inventory. Overall the music it was nice but at times it seems when loop ends, everything is suddenly silent until it starts up again. Inventory does not exist. I'd like to see the items or at least a list of what I had picked up. I wouldn't have remembered had I took a break from playing. I'd recommend it as a good entry into a cyberpunk aesthetic.. A very intriguing story set in an interesting cyber-punk world, Static offers a creepy and unsettling narrative that goes beyond the premise of a simple escape room. Fantastic narration drives you to your objective to get the hell out of the massacre that your character evaded. The world that this title sets up is intriguing and deep, providing story bits throughout the adventure via written and recorded logs of the victims in the building. It makes you want to learn more about the world of Kanaka, something that I plan on doing by checking out Dogwood's other title in the universe, Ashes of Kanaka.

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