



## Description

**Munin is a puzzle platformer which fuses Norse mythology with challenging logical spatial puzzles.**

Munin, the raven, faithful messenger to Odin, now stands stripped of wings and transformed by Loki into a mortal girl. Flightless but determined, she will stride through the Nine Worlds of Yggdrasil to reclaim the lost feathers and return to Asgard.

Munin bolsters the traditional platforming experience with the use of rotating environments to surpass obstacles and to solve puzzles. By twisting portions of the environment, players will create bridges from pillars, turn walls into floors or open new passages. Further gameplay elements, like switches, moving environment or items influenced by physics add even more depth to the puzzles: by rotating the game's world, boulders will roll and fall, liquids like water or lava will flow and Norse runes will reveal hidden lost feathers.

## Factsheet

- Developed by **GOJIRA**, published by **Daedalic Entertainment**
- Released on **Steam** for **PC**, **Mac** and **Linux** on **June 10<sup>th</sup> 2014**
- Also available for **iPad**, **Android** and **Windows** tablet devices
- Indie puzzle platformer
- 9 amazing worlds inspired by Norse mythology
- 77 challenging levels
- Steam support with Achievements, Trading Cards, Controller Support and more

## History

Munin first started as a student project back in 2011. André Silva and João Rodrigues had finished a game design course where they presented a small prototype of a game they had been working on as their main assignment. Shortly after, they were approached by António Saraiva, one of the course's teachers and head of GOJIRA, who proposed to turn the small prototype into a full game. They joined forces and together put together a team comprised of GOJIRA's people and some acquaintances of the two recent graduates, setting out to complete an improved demo in order to find possible investment.

Getting funded proved harder than it seemed. Even after trying their luck at some GDCs and Indiecade, more than two years had already passed and development had slowed down to a crawl, with the *devs* having to struggle with making a living and trying to develop a game in their very scarce free time.

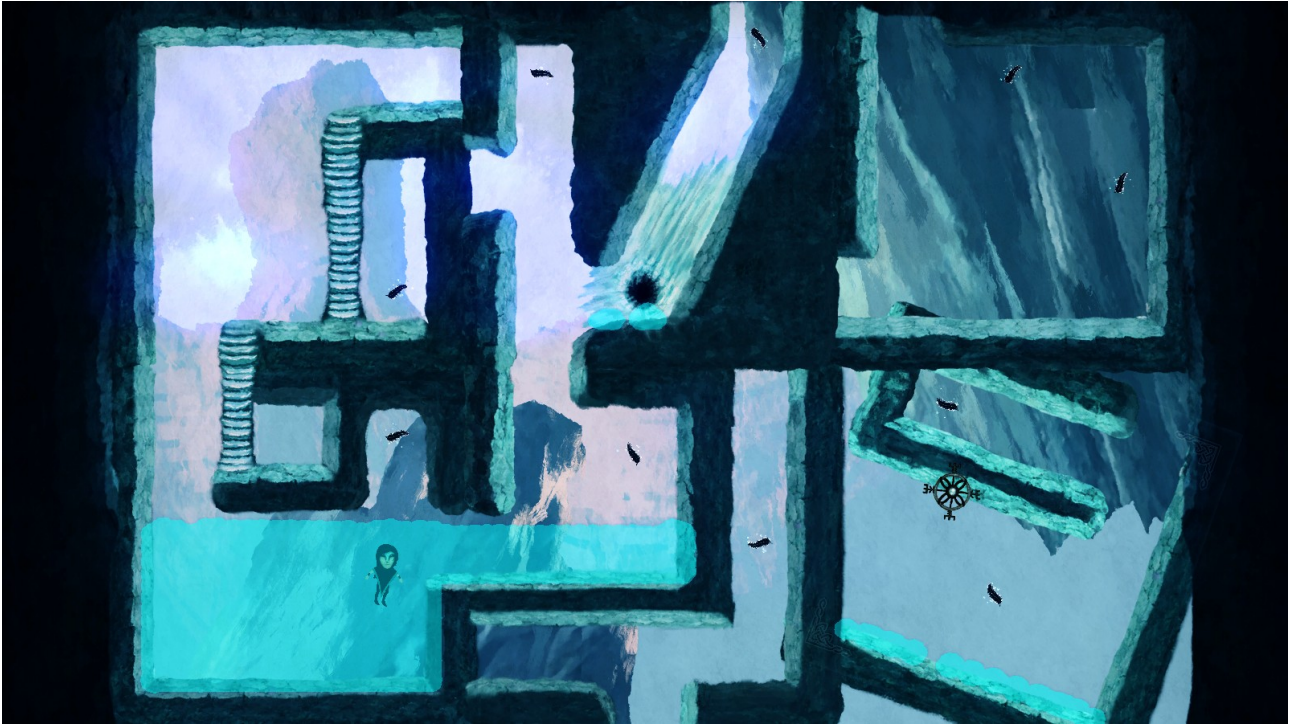
In October 2013, the situation changed. After a successful Gamescom excursion, António was able to get the attention of Daedalic Entertainment who showed interest in publishing the game. After a couple of weeks negotiating the fine details, the deal was set and Munin had, finally, a chance of seeing the light of day. Fast forward 6 months of hard work, chaotic development and countless sleepless nights and the game finally came out on Steam on June 10<sup>th</sup> – a symbolic date for us and, coincidentally, our country's National Day.



Screenshots



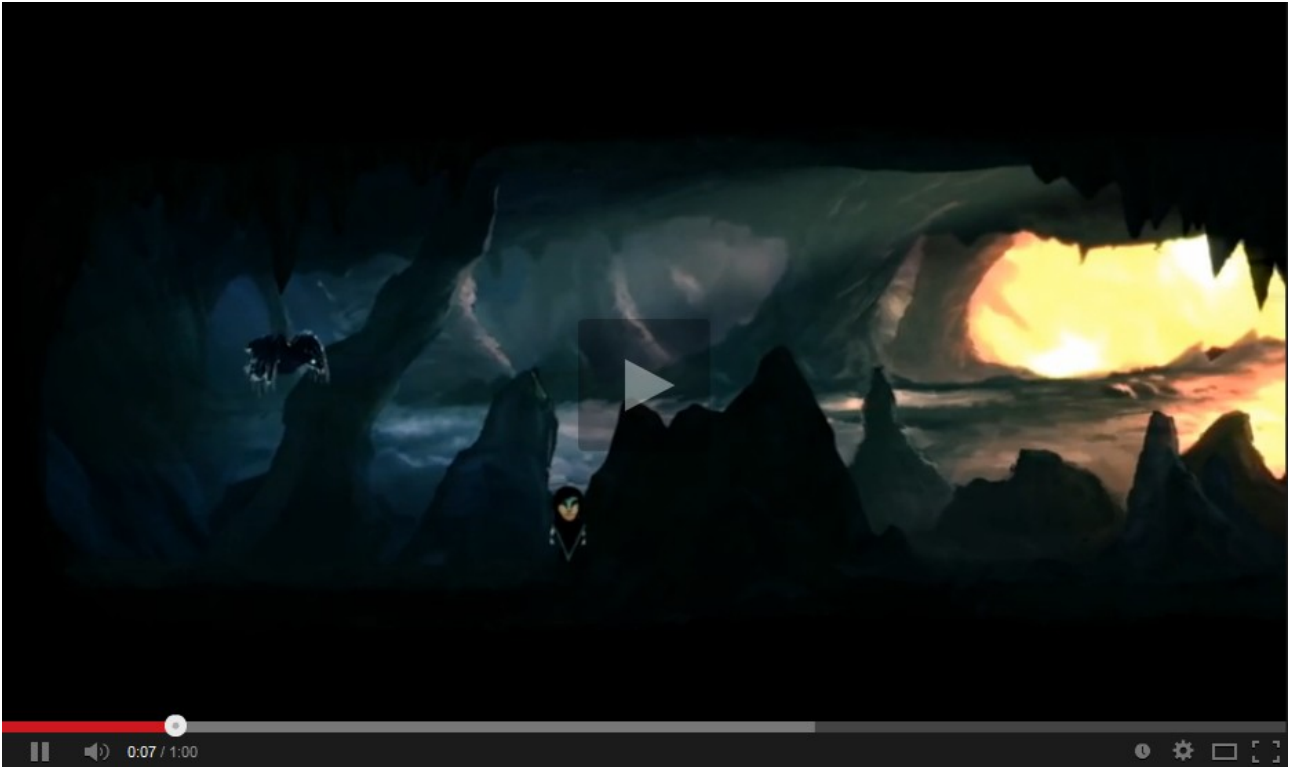






## Video

[Trailer on Youtube:](#)



## Selected Press

"It burrowed deep into my mind, so much so that I started dreaming in its weird 2D logic of rotating platforms and constant twists to the formula. Like the severe landscapes it evokes, *Munin* is a worthy, starkly beautiful challenge."

- [Danielle Riendeau](#), [Polygon](#)

"The game is at its best when it not only lets you take your time, but allows you to experiment without fear of losing progress. (...) A lot of love for mythic poetry and prose is present in *Munin*'s text, which is complemented by music and art that do a good job of evoking a sense of a Nordic world."

- [Britton Peele](#), [Gamespot](#)

"I have nothing negative to say about this game. The difficulty is balanced, the graphics are nice and pleasing to look at, the music is calm and soothing, and the gameplay is pretty much spot on. "

- [Jessica Brown](#), [Gaming Goddess](#)

"If you like to stimulate your brain muscle, *Munin* is a great way to do that. (...) The game is pretty original with all of the complex puzzle games on the market right now. It gets a surprisingly large amount of praise from me."

- [Zachary Martinez](#), [Examiner.com](#)



## Additional Links

Get the game here:

[Steam Store](#) (free demo available)

[AppStore](#)

[Google Play](#)

[Windows Store](#)

Webpages:

[IndieDB](#)

[Munin @ GOJIRA](#)

[Munin @ Daedalic Entertainment](#)

## About Daedalic Entertainment

Daedalic Entertainment is a Hamburg-based indie-studio that develops and publishes high-quality games worldwide, focusing on the projects with strong narratives. Over the last few years, Daedalic has collected 21 German Game Developer Awards (incl. "Studio of the Year 2009, 2013"), five German Computer Game Awards (incl. "Best Game 2011"), and more.

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### Links:

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<http://www.twitter.com/daedalic>

## About GOJIRA

Gojira is a Lisbon (Portugal) based indie studio started by 3 videogame professionals with some previous titles on their curriculum. Driven by a common vision for the future of videogames, they focused the company on game development as well as in research of smarter interfaces, namely conversational characters and NLP-Natural Language Processing. Munin is their first game title.

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