



The following is an unpublished Microsoft interview with our game's executive producer, António Saraiva, which took place back in April 2014, about two months before the game's initial release for PC, Mac and Linux on June 10th 2014.

Can you please describe Munin's concept in two or three sentences?

Munin is a puzzle game where the screen is divided into either 3 or 6 square tiles, these tiles being the path or surface the avatar (Munin) can move on. In order to solve the puzzle, which consists in recovering all Munin's feathers present in the level, the player has to rotate said tiles in order to walk, climb, move platforms, use switches, etc.

There are different game mechanics for each World and the complete game is comprised by the nine worlds of Yggdrasil, the World Tree, mentioned in the Nordic mythology. In Múspellheimr, the realm of fire ruled by Surtr, there is lava flowing along the platforms and the player must avoid them lest he/she be burned to ashes. In Vanaheimr, home of the Vanir, the feathers only become visible to the player when the tiles are rotated in such a way that magic runes appear.

Munin is a game of logical challenges set in a narrative background of the incredibly imaginative Nordic mythology. We used the old texts as inspiration and reference, so anyone into something else than "Tolkien recycling" should love it.

What represents the fascination of playing Munin for you?

The challenge is one of logical and spatial thinking obviously. Going back in time, I might mention Sokoban (by Hiroyuki Imabayashi) or even Bomberman (by Shinichi Nakamoto) as the forefathers of this type of play. The advances of technology, and the strong presence of the Nordic mythology theme, might have made Munin quite a different game today – but the pure rational challenge of overcoming space based puzzles is still there. It takes me back to that era when game mechanics were the vital essence of a game.

How did you come up with the idea for the game?

The idea for the game is to be solely credited to André Silva and João Rodrigues who were, at the time of Munin's original conception, my students. I was easily captivated to the game mechanics and invited them to join us at Gojira and find the resources to develop a full game.

The last piece of this puzzle was finding the right partner in Daedalic Entertainment. This is the case whereas young creative minds find a small production company that finds a publisher. Regardless of the result when Munin hits the market, this is a best practice model, I believe.



Why did you go for a Nordic mythology setting?

Nordic mythology makes all the sense when you think of its unlocked potential for a game. In the Viking cosmology the universe is made of 9 worlds (makes us wonder if they knew about the planets in the solar system already). Since each of the 9 worlds of Yggdrasil has an atmosphere and a story of its own, that allowed us to create different settings for the players' amusement and, consequently, game mechanics based on those environmental features. Besides 9, the other significant number in their mythology is 3 which, along with its duplicate 6, correspond to the tiles we divided each screen into.

Munin's game mechanics are not dependent on the narrative setting though. We could have used any other visual construct with the same results in regard to the logical challenges, the same way Pacman could be something else than a pizza. But the epic experience of the players' path wouldn't be quite as interesting. That said, we believe Munin wouldn't be the same game if not inspired by Nordic mythology. We rejected pop culture iterations and went back to the origins. We read the ancient texts and that was lots of fun. Those old gods were, at best, damn crazy. And they loved beer which, as everyone knows, is a key part of game development.

What's your background as a game developer team?

What previous productions did you work on?

Munin will be our first title to hit the market. We previously worked as a team in "Miffy's World", the famous Dutch character from Dick Bruna, for Wiiware and Nintendo DS. We worked in mobile games and for an unfinished PS3 project. We decided to go "indie" and that's when Gojira was created. For us "indie" is not about economics but about putting game mechanics ahead of everything else.

For which platforms will Munin be released?

For Windows 8, will it be a touch-screen-based game?

Munin will come out as a PC, Mac and Linux game, the prime platforms it was designed for. It will also become available for tablets at a later date since the screens are good enough and we feel that using touch-based inputs to revolve the tiles is fun. Windows 8 is certainly a touch-screen game.