



THE TOWER

A Horror Game set in a British Tower Block in the 1970s

'The blood-soaked love child of Resident Evil and Doom!'

You play a British policeman, called out to investigate a disturbance - reports of screaming, sounds of violence. When you arrive there are no immediate signs of life, just an ominous letter at reception, addressed to you, from the mysterious Architect...

Inside the Tower you will discover the story of what happened to the residents, as they became twisted by the Architect's Hellish secret. Murder, Demonic Possession, Abuse, Satanism.

To escape, you must journey through Hell!

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Playable Available on Request

The Tower will:

Combine classic first person shooter gameplay with an immersive gore soaked horror story

Offer a unique visual setting - fully capturing the 70s era and British setting of the Tower; an oppressive, fear inducing environment

Ramp up the terror - game progression builds from exploration in the lower levels of the Tower to full-on battles against hellish nightmares the further up the tower you travel

Genre/Target Platforms/Engine

Survival Horror [PC Steam & Consoles] – Developed in Unity

Target Audience

Primary: Core gamers, aged 18 – 40

Secondary: Horror genre fans, aged 18 upwards

Influences

- Italian Giallo Horror – *Dario Argento, Lucio Fulci*
- Horror Fiction – particularly the work of *Bentley Little, Graham Masterton, William Peter Blatty, F. Paul Wilson*
- Horror Movies – *Hellraiser, The House of the Devil, Suspiria, Prince of Darkness, The Evil Dead, The Beyond, Insidious, REC*
- Games – *Resident Evil, Doom, Silent Hill, Outlast, Condemned, Alien Isolation*
- Brutalist Architecture and 70s Interior Design!

Indie Horror Games

Steam stats for other indie horror games of a similar style and scope to The Tower:

Outlast

Developer: **Red Barrels**
Owners: **1,600,000**

Amnesia: The Dark Descent

Developer: **Frictional Games**
Owners: **3,200,000**

Slender: The Arrival

Developer: **Blue Isle Studios**
Owners: **380,000**

Layers of Fear

Developer: **Bloober Team**
Owners: **300,000**

Gone Home

Developer: **The Fullbright Company**
Owners: **680,000**

Soma

Developer: **Frictional Games**
Owners: **400,000**

Cry of Fear

Developer: **Team Psykskallar**
Owners: **2,900,000**

Penumbra Overture

Developer: **Frictional Games**
Owners: **480,000**

The Story

The Architect – creator of The Tower.

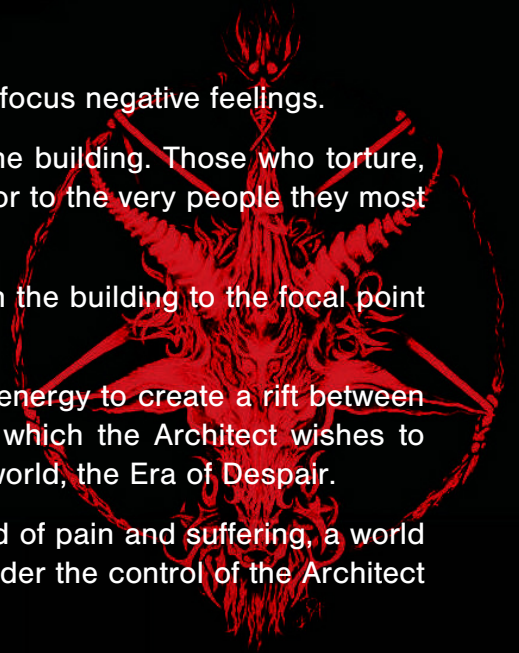
The Tower was designed and built as a giant conduit to focus negative feelings.

Bringing together predators and victims as tenants of the building. Those who torture, molest and revel in the suffering of others living next door to the very people they most wish to harm.

The fear, the hatred, the suffering all channelled through the building to the focal point within the Architect's rooms.

The Architect believes he can focus all of this negative energy to create a rift between Earth above and Hell below. A gateway, the power of which the Architect wishes to control in order to bring about the great change to the world, the Era of Despair.

The complete destruction of the weak and pitiful, a world of pain and suffering, a world where the strong feast on the suffering of the frail. All under the control of the Architect and his followers.



Gameplay

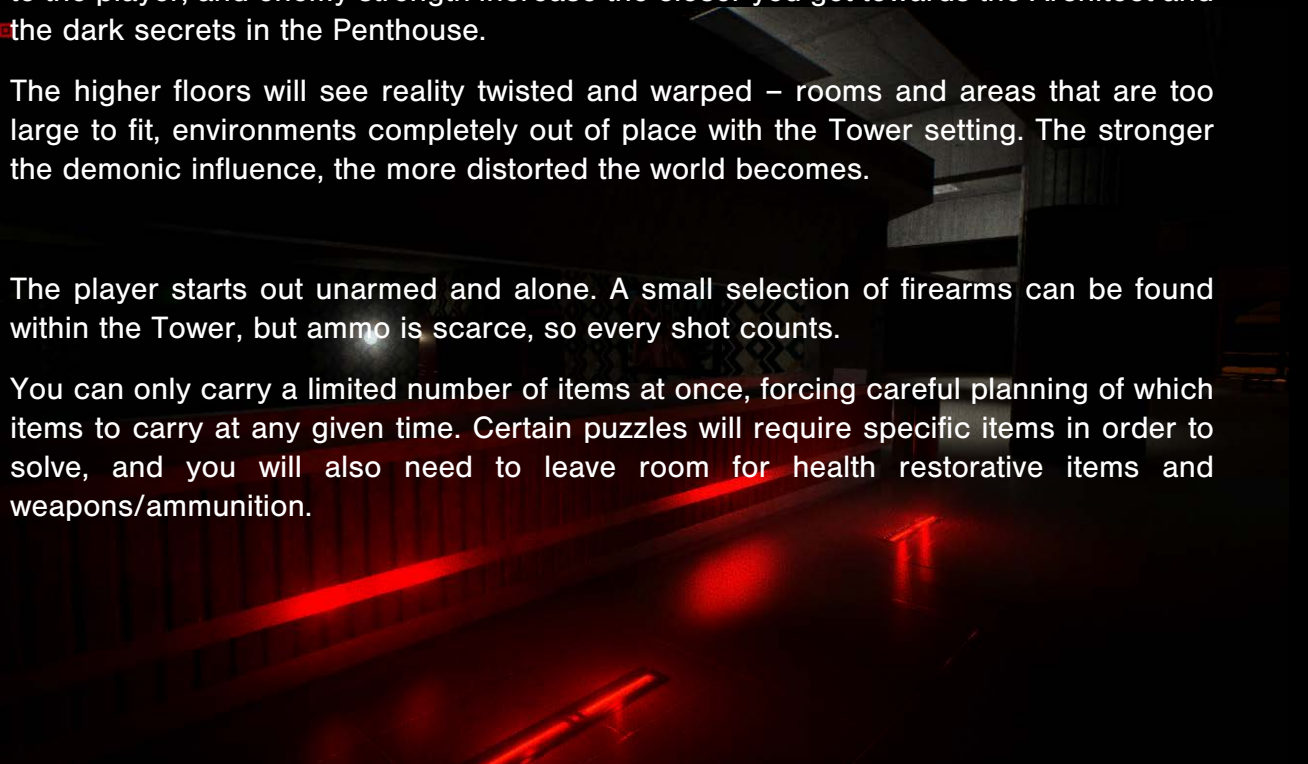
A classic Brutalist Architecture concrete tower block. An oppressive, fear inducing environment.

The higher up the tower, the more the demonic influences have taken hold. The threats to the player, and enemy strength increase the closer you get towards the Architect and the dark secrets in the Penthouse.

The higher floors will see reality twisted and warped – rooms and areas that are too large to fit, environments completely out of place with the Tower setting. The stronger the demonic influence, the more distorted the world becomes.

The player starts out unarmed and alone. A small selection of firearms can be found within the Tower, but ammo is scarce, so every shot counts.

You can only carry a limited number of items at once, forcing careful planning of which items to carry at any given time. Certain puzzles will require specific items in order to solve, and you will also need to leave room for health restorative items and weapons/ammunition.



About Super Icon

Founded by Richard Hill-Whittall, Super Icon Ltd is a computer game development studio based in St Ives, Cornwall, UK.

Over the past few years the team has developed and released a number of games for a wide variety of systems, including PC, Mac, PlayStation 4 & Vita, Nintendo Wii & WiiU, Android and iOS.

We have a proven track record of completing and getting games to market, concurrent development of multiple titles and working successfully with third-party publishers and distributors.

Games List:

- Best Buds vs Bad Guys PC, Mac, Linux
- Life of Pixel PC, Mac, Linux, WiiU
- Vektor Wars PC, Mac, Linux, WiiU
- Brick Break Blitz OUYA, FireTV
- Indoor Sports World PS Vita
- MegaBlast PS Vita
- Golf Mania PSP Minis
- Arcade Pool PSP Minis
- Arcade Air Hockey & Bowling PSP Minis
- Arcade Darts PSP Minis
- Arcade Sports WiiWare
- Family Games PSP Minis, WiiWare, iOS
- Soccer Bashi/Bashi Blocks PSP Minis, WiiWare, iOS
- Stunt Cars WiiWare
- Vertigo Wii, PSP
- Pool Hall Pro Wii, PSP
- Build'n Race Wii
- World of Pool PSP
- Spinout PSP
- Cue Academy PS2
- International Cue Club 2 PS2
- International Pool Championship PS2
- International Snooker Championship PS2