

Velvetist: MAFIA 1 inspired new indie game

VELVETIST: Prototype introduces the vision of MAFIA 1 mechanics set in
Communist Czechoslovakia

Prague, 18.5.2020 - Tom Barsweik and Franz Bayer from the studio SiCzech Arts are announcing the release of the game VELVETIST: Prototype, a prototype to the game VELVETIST: The City of Machineguns on the 18th of May on the Steam platform. VELVETIST: Prototype is **free** and presents one playable mission and free ride.

Description

Velvetist is a third person open world action adventure set in an old city occupied by the Soviets during the Cold War. The game is divided into a series of linear missions, which tell the story of the main protagonist Luka Vollek, who falls into conflict with the law and the powers that be. Soon he discovers the dark side of society and becomes a member of underground groups, which are ruled by their fight against the system. The Revolution is coming!

The main gameplay aspects are driving around town and shootouts, which are tied together by cinematics that tell the story. You will also encounter some easy puzzles, searching for objectives, following, running away, hauling crates, conversation and meeting new people.

Missions are put together from these basic parts, yet each one has its specific atmosphere and the player won't ever get bored.

Quotes

"We grew up playing Mafia 1 as kids and we always wanted to make a game with similar mechanics, sense of humour and attention to detail.

It was important for us to have the prototype fully voice acted in both Czech and English, which is a legendary feature of the original game in Czechia and drives home our focus on the motion picture feel of the game. That is why we included more cutscenes in the prototype compared to our original plan. We hope that everybody will like the prototype

and that we will get help creating the full game, which will have 15 missions in total.” said Tom Barsweik about Velvetist: Prototype.

“We´ve made Velvetist: Prototype in an effort to show our ability to finish the full game in a timely manner. That´s why this prototype includes most of the game mechanics that we plan to implement into the full game. When making the full game, we will primarily focus on the production of missions, which are the main part of the game. We also plan on improving both the mechanics and the graphical fidelity. You can read more about our future plans here: <http://www.siczech.com/velvetist/plans/> The important part is that we will only make the full game if we manage to secure adequate financing. However, we believe it is possible to make a game like this from the bottom, from players for players.” Tom Barsweik commented on the reason of making Velvetist: Prototype.

“We knew from the start that this is a large undertaking, that is why we tried to work as systematically as possible. For me as the graphic artist it meant working on a rough overall structure and letting the automatic generators handle the detailwork. Only by working this way it was possible for a single person to sensibly create an entire city. Now we need extra staff to expand on the work that has already been done.” shared Franz Bayer shared his thoughts about Velvetist.

Wishlist full game on Steam

(https://store.steampowered.com/app/1299760/VELVETIST_The_City_of_Machine_Guns/)

Join our Discord community

(<https://discord.gg/r2jVSPH>)

About Us

We have been active on the game development scene since 2014. We actively participate in Prague-based game jams. Our first game, The Naked Game, a 1st person horror adventure, was released on Steam in 2017.

Tom Barsweik, currently working as an Unreal Engine Artist for UPP, is the scripter, programmer and composer for Velvetist.

Franz Bayer is the main graphic artist for the game. He is also currently researching titanium alloys at UCT Prague.

A number of voice actors are also contributing to the game, the Czech slammer Anatol Svahilec, actor Miki Křen and singer Marina Laduda.

Download Presskit here (<http://www.siczech.com/velvetist/presskit/>)

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