STORM IN A TEACUP ANNOUNCES, "CLOSE TO THE SUN"

Rome 21st August 2017, Storm in a Teacup is proud to confirm its presence at Gamescom 2017 to announce their fourth game: **Close To the Sun.**

Close to the Sun is a story driven horror game that takes place at the turn of the 20th century on a mysterious ship complex created by **Nikola Tesla** for the sake of science. In this alternative version of history, his scientific breakthroughs have already had a major impact on the world.
You're **Rose**, a young journalist looking for your sister and, as you approach this enormous and glorious complex for the first time, you quickly realize that something there has gone horribly wrong...

"This project is crucial for STC" said **Carlo Ivo Alimo Bianchi**, founder & Creative Director. "After the first three games, we came back bigger and stronger than ever. We want to tell you stories, and this time we're going to tell you about a man who dared to defy the Sun, between horror and survival. As always, we aim for a peculiar art style which is STC's trademark. In building the ship, we've been inspired by art deco, art nouveau and steampunk, since visuals for us is as important as the experience itself. Our challenges vary throughout the game but are all built around the general themes of survival and progress towards a promised salvation. Expressed more simply, our challenges generally come down to: **there are many ways to die, but only one way to escape."**

Close to The Sun is being developed with **Unreal 4** Engine, for PC & platforms TBD, and will be released in 2018 (TBD).

Trailer here: https://youtu.be/ra7vQngpDig

Presskit: http://www.stcware.com/press/

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For updates on the game please follow:

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About Storm in a Teacup:

Storm in a Teacup Storm in a Teacup was created by industry veteran Carlo Ivo Alimo Bianchi in 2013, to develop only the finest experiences in video game industry. With a unique art style and a skilled international team, STC has published three titles in two years, available on Xbox One/Ps4,PC Steam and also experimented in VR. We want to tell you stories. We create experiences. We want to make videogames spreading the best of "Made in Italy" across the world.

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