

# GAME PROMOTER

## Early Access on STEAM™ for HOUND Starts March 28<sup>th</sup>, 2017

Create A World Of Your Own!

Publisher **Meridian4** and game developer **Nick Shesterins** are excited to announce that **HOUND** is set for Early Access on STEAM™ on March 28<sup>th</sup>, 2017.

Launch trailer: <https://youtu.be/8WfTnPSH7ww>

“**HOUND** is a new experimental game, nothing has been created like it before,” says Jeff Gaisson, Founder of **Meridian4**. “And this is what drew us to publishing **HOUND**. We can’t wait for the community to get their hands on it!”

**HOUND** is an evolution simulation that allows users to develop complex ecosystems in small-scale simulations through the use of advanced artificial intelligence. Players design an organism and release it into the world; through conversation with the AI, they can tweak the environment to create a perfect and complex virtual ecosystem. Players watch and oversee the evolution of their creatures from single-celled organism to three-dimensional beings that can walk, run, fly and even talk. And you can do so in hours, rather than millennia.

Early Access will stay open for eight to 12 months, allowing players to get a good sense of the game’s mechanics and provide feedback to help shape the final version of the game. The decision to allow early access was made in order to help **Shesterins** and **Meridian4** ensure the best experience - everything from UI to game pace will depend on what the players prefer and what features are utilized the most. Functionality and user-friendly interface are the top priority.

For early access, players will have one built-in AI to use for their experiments and world building. In the final version, the game will still be sandbox in nature but there will be

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additional features, such as: balanced game; improved user interface, music and sounds; several AI modules with advanced editing capabilities; several game ending events and victories for clear well-tested goals; scripted story and tutorial parts to guide the player through the world; and the option to visit other players' worlds.

This is a promising collaboration between **Meridian4** and **Nick Shesterins**. One that works on their mutual goal of changing the gaming landscape with unique, avante garde game play.

"We chose **Meridian4** because of a promising record, great quality of service and good reputation," explains **Shesterins**. "We hope that this cooperation will bring mutual benefit and let us fully exploit the potential of our project as well as make our game a successful title."

**HOUND** is available from here:

<http://store.steampowered.com/app/562800/>

Journalists interested in further information or additional assets are welcome to contact GAME PROMOTER™ by sending an email to [press@gamepromoter.biz](mailto:press@gamepromoter.biz).

Check out the games official press-kit:

<https://drive.google.com/open?id=0B8Hay27QcglRYUFRMFF2WURic3M>

## **About Meridian4**

*Founded in 2004, Meridian4 is an indie game publisher helping developers publish and market their projects globally across digital, PC and mobile platforms. The management team, led by founder Jeff Glasson, is based in Montreal, Quebec (Canada). Their knowledgeable, qualified staff has over 30 years of experience in every area of publishing, including sales, distribution, manufacturing, production, marketing and promotion. New, innovative games are their specialty. Keeping gamers entertained and challenged is their goal. Visit Meridian4 at [meridian4.com](http://meridian4.com).*