

PRESS KIT



W E E E

DIE AND RETRY



CONTENT :

FACT SHEET :	2
STORY :	3
FEATURES :	4
KNIGHTSTUDIO :	5
SCREENSHOTS :	6
ARTWORK :	12
MARKETING :	13

FACT SHEET :

Developer : KnightStudio Games, Based in South of France.

Release Date : First quarter 2023

Available on : PC

Price : NC

Availability : Digital Download

Languages : English

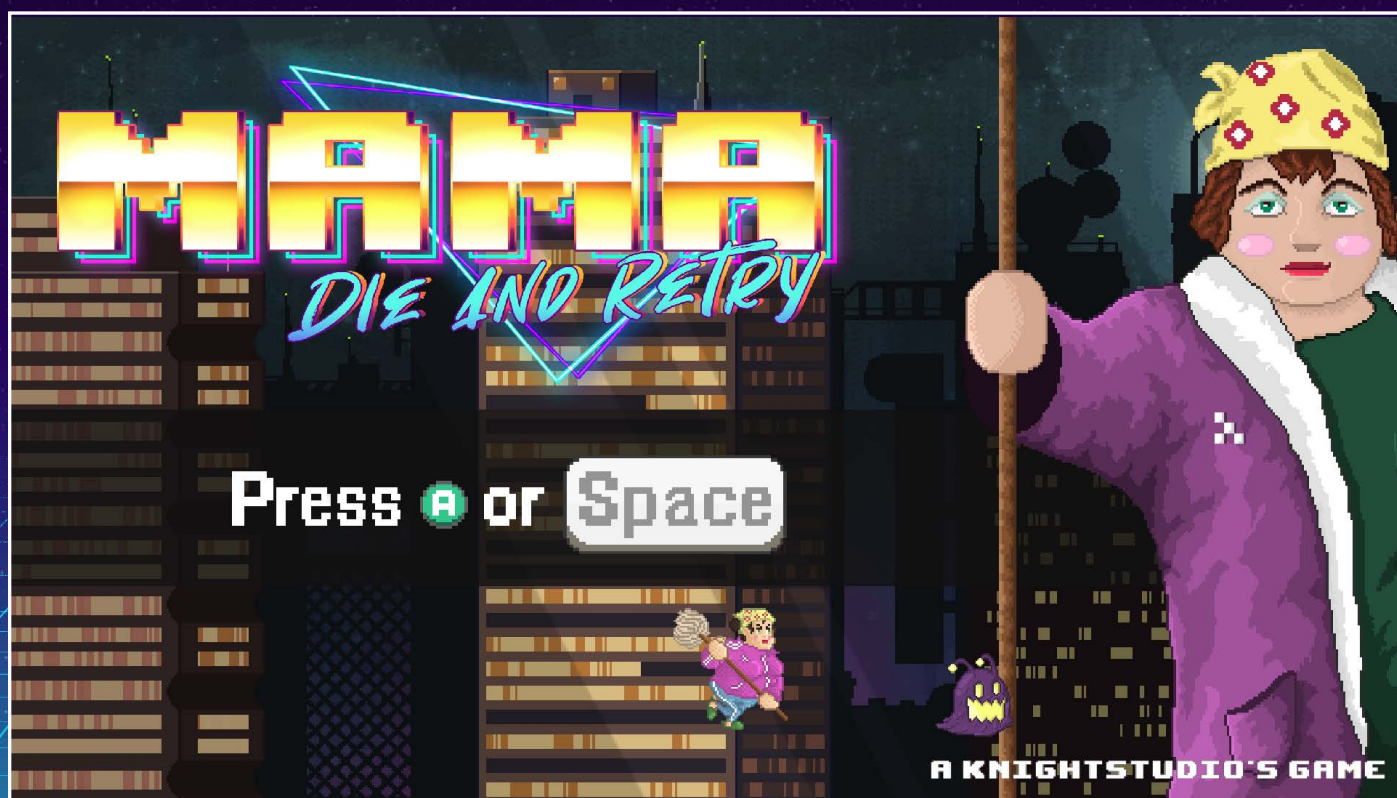
ESRB : Pending

File Size : ~500 mb

Press Contact : support@knightstudio.fr

Studio's website : www.knightstudio.fr

Game's website : mamadieandretry.knightstudio.fr



STORY :



One night, after a hard day at work, MAMA was going home. She is a working class woman, whom nobody sees, nobody thanks her but she is always here. Suddenly a noise from the sky that splits the night. Aliens were falling from clouds, fires were starting in city's streets.

Earth was under attack, and MAMA was the only one able to handle this with her broom.

She needs your help to push back the invasion... Let the journey begin !

Join the working class, real everyday heroes.

"You cannot swim for new horizons until you have courage to lose sight of the shore." William Faulkner

FEATURES :



Mama Die and Retry is an old school action platformer that offers a challenging experience through 26 levels and 4 bosses. Fight with a working class hero and discover new horizons filled with a lot of aliens and threats. Use your broom against them. Each time you die, you will retry.

MAMA Die And Retry sounds like an old arcade game : pixel art, retro music. All made with heart and soul.

Multilayered parallax backgrounds, animations, WebGL effects, Particles give modern touches.

Detailed, colored, charming 80's pixel art, 80's Clothes, 80's synths

Don't Kill, just pushback - Dodge, Avoid, perfect your platforming skills

Use Alien's technology to improve yourself

Slimes, Bees, Blobs, Bosses, a lots of fights and a lots of reasons to die...

Run, Die, and Retry again and again.

Less deaths, faster, try to do the best you can to run through 26 levels

Brave 4 treacherous bosses...

"It's a hard thing to leave any deeply routine life, even if you hate it."

John Steinbeck, East of Eden



KNIGHTSTUDIO :

Knight Studio

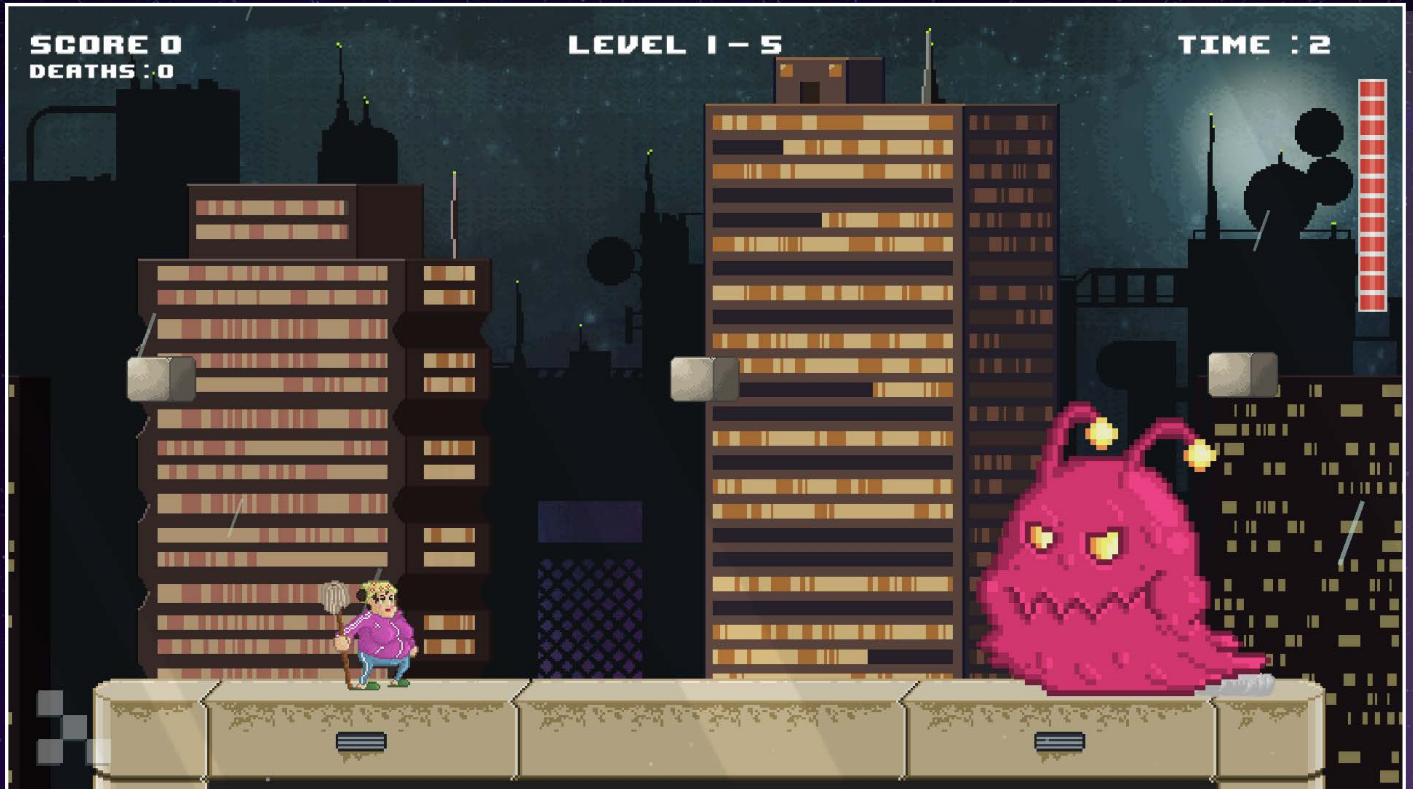
Knight Studio aims to create an independent studio in South of France. Why video games? Video games are above all an artistic production.

Returning to this mode of production amounts to enhancing the indie spirit. Because all the successes in the world of entertainment have first been made in a garage where the creator has decided to give body and soul to his project.

Video games are the symbol of what's possible: the first market to generate start-ups, it is now the last to promote quality and art.

www.knightstudio.fr

SCREENSHOTS :



MAMA

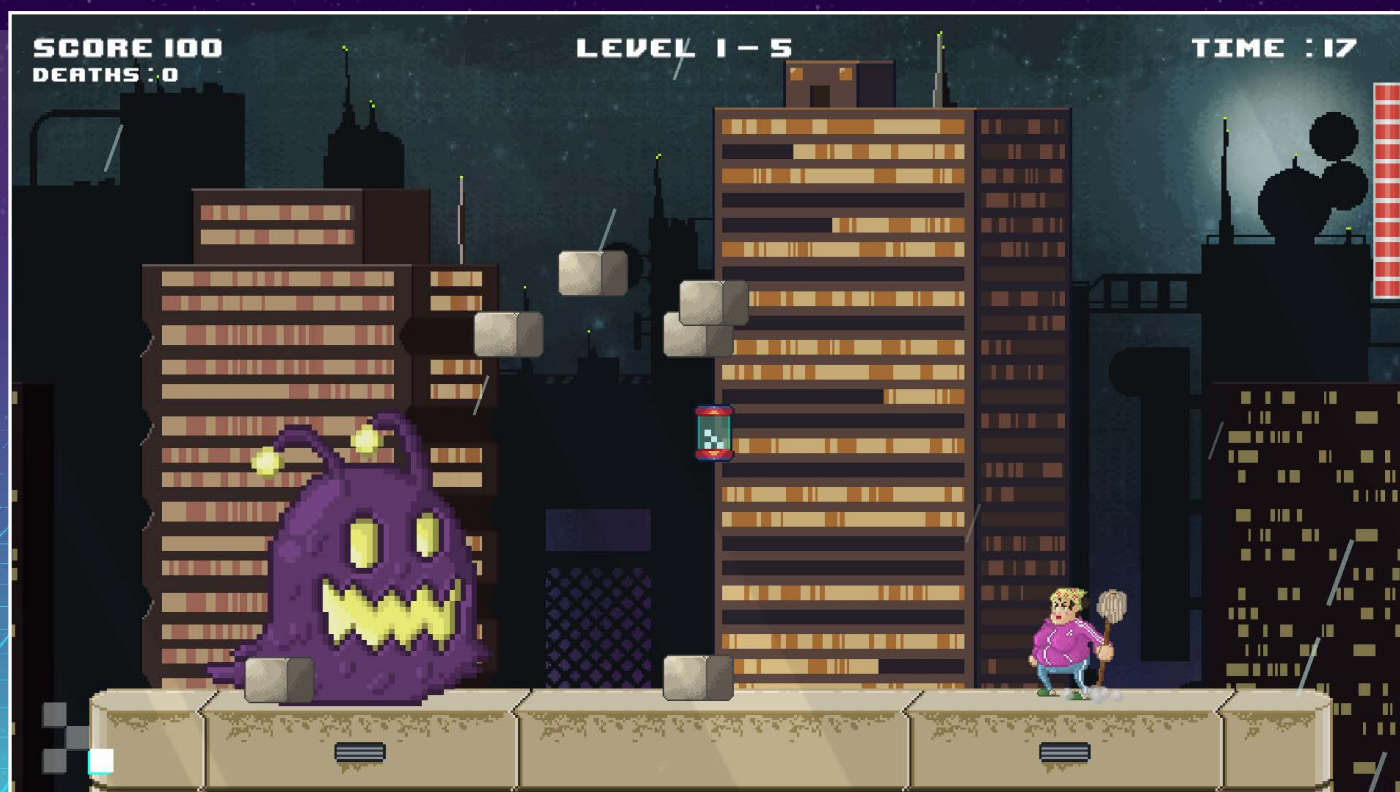
DIE AND RETRY





MAMA

DIE AND RETRY





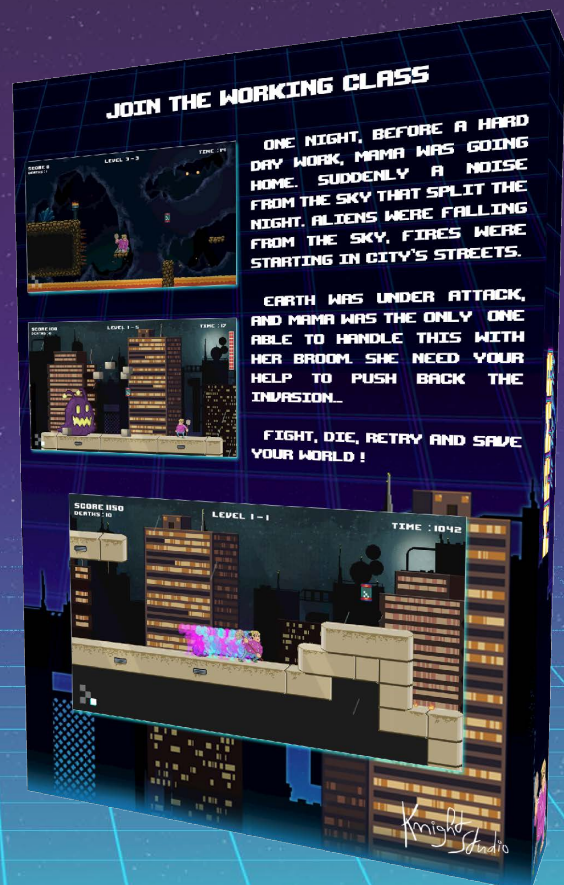
ARTWORK :



MARKETING :

MAMA
DIE AND RETRY

MAMA
DIE AND RETRY





MAMA

DIE AND RETRY

JOIN THE WORKING CLASS