***RIN: The Last Child* – a dark Metroidvania fairy tale with a unique spell-crafting system gets a reveal gameplay trailer!**

**Watch the video with developer commentary and download the free demo now available on Steam. *RIN: The Last Child* will launch on PC, PlayStation, Xbox, and Switch in Q1 2023.**

**FOR IMMEDIATE RELEASE – August 18th, Warsaw, Poland.**

**Dive into a magical, mystical world built around creating. Learn the story of RIN, develop your own play style thanks to a complex spell-crafting system, and decide if free will is a blessing or a curse.**

Watch the gameplay trailer for *RIN: The Last Child* [HERE](https://www.youtube.com/watch?v=1UHRPj6kaXc).

Add the game to your Steam wishlist (<https://store.steampowered.com/app/1960070/RIN_The_Last_Child/>) and try out the free demo.

If you’re heading to Gamescom and willing to chat with the development team about the creative process behind the game, be sure to visit Business Area, Hall 4.1, Booth A-011g - B-020g on Wednesday, August 24th, where the Space Fox Games team will be awaiting your questions.

**ABOUT *RIN: THE LAST CHILD***

*RIN: The Last Child* is a dark Metroidvania fairy tale that cleverly combines exploration and crafting. Thanks to a complex system of creating and enchanting spells, no playthrough is the same. Play as RIN – a demigoddess capable of obtaining the power of aspects to fuel and develop her magic. Explore vast mythical lands as you uncover secrets hidden behind the Aspects of Magic, rekindle your mythical powers, and embark on a journey to save the world.

***RIN: THE LAST CHILD* – MAIN FEATURES**

* **Craft and enchant spells** – Find aspect shards and runes and use them to create spells or enchantments. Tired of good old’ magic missiles? Look around and you’ll surely find more creative spells that suit your play style.
* **Explore the dark mystical fairy-tale world** – Deadly volcanic plains, deserts with distorted time, dangerous jungles full of deadly creatures, and much more await discovery in this hand-drawn world as you explore throughout your adventure. What secrets you find depend only on how deep you’re willing to dive into this universe.
* **Fight or trick your opponents** – Discover multiple ways to finish off enemies, imprison them instead, or avoid encounters entirely with the complex spell-crafting system, giving you incredible combat flexibility and gameplay freedom.
* **Discover the true nature of your mission** – Find yourself in the middle of a creation myth where, on the Teller of Tales’ orders, you come to life and try to find your demigod siblings, each carrying a piece of the Teller’s magical power. Experience a branching story with different endings that depend on your choices, and discover your true purpose.

***RIN: THE LAST CHILD* – THE PLOT**

A mythical world once perfect, now destabilized, and filled with dangerous creatures. Your brothers and sisters sent to save it before you. All failed. The Teller – the once mighty creator, now weak and unable to act after sharing all his magical powers with his children. And in the middle of it all, you – RIN – The Last Child. You are the last hope of your father and the world around you, which plunges deeper into chaos. However, unlike other heroic protagonists, you were sent on this quest without any powers other than free will. Or maybe you have the greatest power of all? The future will tell, as the answer lies at the end of your journey in pursuit of freedom, truth, and the right to be your own person.

*RIN: The Last Child* is being developed by the Polish studio Space Fox Games and will come to PC, PlayStation, Xbox, and Nintendo Switch, in Q1 2023.

More information about the game can be found on [Steam](https://store.steampowered.com/app/1960070/RIN_The_Last_Child/), the official [website](https://spacefoxgames.com/rin/), [Facebook](https://www.facebook.com/RINmetroidvania), [Twitter](https://twitter.com/SpaceFoxGames), [Instagram](https://www.instagram.com/spacefox.games/), and [YouTube](https://www.youtube.com/channel/UCPCk517x9FDCOHW1LFYFvMQ/featured).

The press kit for the game is available at the following link: <https://pr-outreach.com/en/game/rin-the-last-child,47>.

For any questions about the game please get in touch with Agnieszka Szóstak at [agnieszka.szostak@pr-outreach.com](mailto:agnieszka.szostak@pr-outreach.com) or call + 48 881 951 601.

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**About Space Fox Games**

Space Fox Games was established in 2014 under the name World-Loom Games, renamed Space Fox Games at the end of 2021. With a well-knit team and years of experience, they can’t wait to see what the future holds.

They worked with several leading premium casual game publishers, such as iWin, GameHouse, Big Fish Games, Artifex Mundi, and Sheepyard.

They value the teamwork, creativity, and courage needed to create something new within the genres they explore in their works, while still keeping in mind that they’re here to serve players the best game possible.

The future of Space Fox Games is bright, as they’re working on an artistic and magical Metroidvania – *RIN: The Last Child* – which they believe will grant them a place among other great game developers. <https://spacefoxgames.com/>