***WHATEVERLAND* – FACT SHEET**

1. **KEY FACTS**

Title: *Whateverland*

Developer of the PC version: Caligari Games

The port creator of every console version (PlayStation, Xbox, Nintendo Switch): Drageus Games S.A.

Console version publisher: Drageus Games S. A.

Platforms: PC, PlayStation 4, PlayStation 5, Xbox One, Xbox Series X|S, Nintendo Switch

Genre: Point ‘n’ click adventure, turn-based board game

Setting: Fantasy

Game modes: Single player

Release date: TBA

Language versions: English, Russian, Ukrainian, French, Spanish, Italian, German, Turkish, Japanese, Korean, Chinese, Traditional Chinese

Facebook: <https://www.facebook.com/drageusgames>

Twitter: <https://twitter.com/DrageusG>

YouTube: <https://www.youtube.com/@drageusgames5453/videos>

Steam: <https://store.steampowered.com/app/1175840/Whateverland/>

PlayStation Store: TBC

Microsoft Store: TBC

Nintendo eShop: TBC

1. **THE PLOT**

Vincent is a very, very naughty boy and a very talented thief! However, this time his morally dubious choices have led him to the wrong address. While trying to steal a precious necklace, he’s caught red-handed by its owner, Beatrice, who turns out to be a powerful witch.

He gets severely punished for his transgression and ends up locked in an old fridge in the middle of a junkyard. Is this a joke? Maybe a bad dream? It can’t be magic. After all, such things don’t exist, right?

Wrong. It soon turns out that Vincent is trapped in a parallel world that’s much different from the one he knew – and its inhabitants are far, far from normal. There, he meets a ghost named Nick. Like him, Nick would do anything to get out of this bizarre place.

In this twisted world, everything is possible. Even Vincent’s fate isn’t certain. How will this story end? Who knows? Ultimately, you make the decisions.

1. **GAMEPLAY**

*Whateverland* is a hand-painted point-n-click adventure game with a branching dialogue system, non-linear gameplay, various endings, and a unique in-game turn-based board game.

1. **MAIN FEATURES**

* A not so classic point ‘n’ click.
* You can steal stuff. Or not – it’s your call.
* Your actions define the ending and what people think of you.
* The most annoying sidekick in the universe. (We still love you, Nick)
* You can talk to people. Not sure they’re going to talk to you, though.
* Turn-based strategy sports simulator included in the game. With magic.
* Loads of minigames.
* Music recorded with a real sextet. How sexy is that?
* Beautiful hand-drawn art style.

1. **ASSETS**

The press kit for the game is available at the following link: <https://pr-outreach.com/en/game/whateverland,81>.

1. **MEDIA CONTACT**

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1. **ABOUT CALIGARI GAMES**

Caligari Games is an independent studio creating narrative-driven games for players who enjoy good storytelling and peculiar gameplay. <https://www.caligarigames.net/>

1. **ABOUT DRAGEUS GAMES S. A.**

Drageus Games is a publisher, a company porting games to consoles, and a Warsaw-based game development studio releasing their games on PC, PlayStation, Xbox and Nintendo Switch. <http://drageusgames.com/>