

# MASTERS OF ANIMA



After surprising players with their indie hit **Space Run**, **Passtech Games** continues their dedication to crafting unique gaming experiences with their new project: **Masters of Anima**.

**Masters of Anima** is an original adventure game for consoles and PC, that takes you deep into a world rocked by magic. You will battle against the forces of evil in strategic, action-packed battles, where your ability to make tactical decisions quickly is vital. Summon and control large armies of up to 100 Guardians, who obey your commands with intuitive and innovative gameplay made from the ground up for controller play, as well as keyboard and mouse!

You play as Otto, an apprentice of Anima, able to wield incredible powers that are the source of all life in the world of Spark. You covet the rank of Master so you can finally marry your beloved fiancée Ana - who is now a captive of the terrible Zahr and his fearsome Golems!

Go to the aid of your future bride, using the powers of Anima to summon an army of magical Guardians in your quest to defeat Zahr's dreaded Golems. Learn to control new types of Guardians on your adventure, each with their own unique

talents and abilities useful to explore the vast world of Spark and reveal its secrets, as well as to take down the formidable bosses that stand in your way. As your victories rack up, acquire new powers and abilities for both yourself and your Guardians, ultimately becoming a true Master of Anima.



## MAIN FEATURES

- Raise up to 100 Guardians at once to help you during exploration and fight, and manage them at the tip of your fingers.
- Strategy is key. Summon 5 types Guardians with their unique abilities and take on huge monsters in frenetic combat.
- Manage your Anima closely. This magical, all-around resource is key to combat, puzzle solving & exploration.
- Earn more XP to expand Otto and his Guardians' abilities if you perform well in combat.

**GENRE:** Adventure

**DEVELOPED BY:** Passtech Games

**PUBLISHED BY:** Focus Home Interactive

**PLATFORMS:** CONSOLES & PC

**RELEASE DATE:** SPRING 2018



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