

MALEVILENT

Overview

A missing envoy. No telegraphs for a month. Something's gone wrong in the mining town of Gunsight, Arizona. As an agent of the newly-formed Federal Secret Service, it's your job to get to the bottom of what's happening in this third-person, open-world RPG.

Key Gameplay Features:

- **Unravel Mysteries** contained throughout the wide open world of Gunsight and its surrounds, with each turn offering new stories to discover, quests to complete, and secrets to uncover.
- **Realistic Bullet Physics** featuring physics values from real-world guns simulating every grain of gunpowder, bullet drop, and force-based recoil, ranged combat has never felt so good.
- **10+ Hours of Content** - Uncover the supernatural secrets that have driven the townsfolk out of town, and lay rest to the spirits that are causing trouble in the area.
- **Thousands of Perk Combinations** to try using Malevilent's unique perks system, with over 30 perks scattered across the open world to unlock.
- **Become a L.E.G.E.N.D.** with attributes allowing you to spec into multiple different playstyles.
- **Use Brains or Brawn** to solve quests in a variety of ways, with physically based gameplay systems rewarding creativity.
- **Immerse Yourself** in the stunning night landscapes of 1890s Arizona, with a 4km² terrain based on real-world topographical scans.

Technical Features:

- **Quicksave Anywhere** with the click of a button.
- **Built for Performance** with zero shader stutter, no upscaling required, and a temporally stable image thanks to a custom rendering stack built on top of Unity Engine 6.2's High-Definition Render Pipeline.
- **Third-Person** viewpoint with over-the-shoulder aiming.
- **True Single Player** - no online connectivity required.

Other Information:

- **Developer:** Gadget Games
- **Development team size:** 1 person
- **Developer location:** Western Australia
- **Contact:** contact@gadget-games.com