Fact Sheet

**Developer:**  
Monsters Games LLC  
http://monstersarehere.com

**Started Development:**  
July 1st, 2012

**Team Size:**  
Between 6 to 8 members during development

**Development Blog:**  
[Weaving Hybris](http://monstersarehere.com/en/blogs/11/hybris-devblog)

**Contact Person:**  
John Koumoundouros ([play@monstersarehere.com](mailto:play@monstersarehere.com))

**Preview Build:**  
Not yet available

**Release Date:**  
TBA (Est. 2016)

**Confirmed Platforms:**  
PC & Mac

Story

Lately the nights seem a bit darker than usual. They conceal a threat... always feeling watched. Always feeling in danger.

You are Kevin, a teenager growing up in the outskirts of the Grove. You are living a solitary and difficult life - you have felt alone for as long as you can remember. One night, to escape your parents' fight you run off to your favorite spot up the hill. The only place where you can find serenity. When you witness a light filling up the sky you just know it; your world will never be the same again.

Gameplay

To survive in Hybris you have to analyze your environment, use your senses and overcome various obstacles, including your fear.

Gameplay is strongly tied with the narrative, an exercise in telling a complex story without dialogues. Animation, camera and music will be your narrators in this game.

Development Start

Hybris was born out of a very atmospheric concept art. It communicated a sense of loneliness, isolation and danger in a very compelling way. We decided to create a game that would encapsulate those feelings and the best way to achieve this seemed to be a puzzle platform game. It would give the time to soak the atmosphere and force you to analyze your environment.

The game has evolved a lot since then. In fact it started as a 2d game but after a couple of months we decided to go the 3d route to gain camera freedom. Over time Hybris became darker, the story got rewritten, the central mechanics were changed. It now feels a different product. But those keywords, **isolation solitude and danger** are still the heart of Hybris, directing our every decision.