

# GHOST *at* DAWN

明け方の幽霊



BEST INDIE HORROR  
Nominee



PLAYERS' CHOICE  
Nominee

## A NOIR HORROR YOU WON'T SOON FORGET

In 1947, hard-boiled private eye Ben O'Hara is searching for a missing girl in an abandoned hotel. Investigate room by room, piece together clues, and give the living dead lead poisoning in this dark detective tale. Can you push through your fear and discover what became of her?



**GHOST at DAWN** is a 3D survival horror game developed and published by **Blue and Red Games**. It features cinematic camera perspectives, resource management, gun combat, stunning anime art style, and detective noir story line. It's the first title in the ongoing **HORROR BUSINESS** series. The second entry, **DATE WITH the NIGHT**, is currently in production.



It was released on Steam for Windows on October 6<sup>th</sup>, 2023, to critical praise, earning two nominations for the 2023 Horror Game Awards, Best Indie and Players Choice, alongside titles such as Signalis, Alan Wake 2, and Resident Evil 4.



It will soon be available on Epic Games Store and Humble Bundle. It will be released on Xbox One, Xbox Series X|S, iOS App Store, and the Google Play Store in 2024. (Nintendo Switch, PlayStation 4 & 5 platforms pending approval)



## KEY FEATURES

### **Cinematic Cameras and Multiple Control Options**

Players will experience cinematic gameplay and smooth player movement with the game's use of fixed camera perspectives, while allowing player control preference with modern 3D controls, classic "tank" controls, or keyboard and mouse.





## **A deeply unsettling Detective Noir story**

You play as Detective Ben O'Hara, a World War II combat veteran struggling with his own ghosts. You are contracted to find Emi Kosuke, a 13-year-old girl whose last known location was a remote resort in Seattle called The Pines Hotel. Every clue you find reveals a new layer of horror. Can you discover what became of her, or will you succumb to your own demons in the process?



## **Intense Gun and Melee Combat**

You don't just have to play hide-and-seek with the hostile spirits stalking The Pines Hotel. You can pump them full of lead and send them back to the hell from whence they came. You will find other weapons besides your trusty sidearm, as well as various upgrades.



## Inventory and Resource Management

Discovering the truth of what happened to Emi won't be an easy task. You'll have to search for and manage resources with limited inventory space. Detective O'Hara's sanity will be continually threatened, and he'll need to find something to take the edge off, be it prescription pills, cigarettes, or good old booze. Luckily there's a centrally located dumbwaiter system accessible from every floor of the hotel, so you can store extra items you don't currently need and recall them without too much backtracking.



## Unique Save and Perma-Death System

Detective O'Hara only has a limited number of attempts to find the truth behind the disappearance of Emi Kosuke. The game autosaves for you, and if you run out of lives, that's it for our brave detective. But fret not, many elements are randomized so that each play through is unique, and the run-time is only about 4 hours. That said, finding the TRUE ENDING will take solid detective work and gameplay skill.

But you can also just walk out of the front door of The Pines Hotel at any point, end the game, and get a grade and one of the multiple endings. The story is up to you.

# Awards & Praise for GHOST at DAWN

- 2023 Horror Game Awards Players Choice Nominee
- 2023 Horror Game Awards Best Indie Nominee
- “For the old-school survival horror junkie, there’s a lot to like here.” - [Horror Hopefuls](#)
- “Graphically it’s beautiful and atmospheric which is only added to by the absolutely STUNNING soundtrack.”  
9.5/10 - [Beyond the Review](#)
- “This first-rate survival horror actively hounds you with its ancestors; unafraid to stand out, take risks, and stick to its guns.”  
9.6/10 - [DeadeGuard98](#)
- “If were to sit here and describe all the things I LOVED about this game, I would be here forever. I will say that this is probably the best Indie game that I have ever played and it is 100% worth it's price and your time.” - [GM4N989 TTV](#)
- “GHOST at DAWN is scary, exciting, sleazy, fun, cool, and depressing all at the same time.” - [Clarke Mayer](#)



# ABOUT BLUE AND RED GAMES



**Blue and Red Games** is solo video game developer Brandon Roberts. **GHOST at DAWN** is his first commercial game release. He provides the story, music, art, game design, 3D modelling, animation, environments, character design, programming, and some of the voice acting for his games.

Links:

Website: [www.ghostatdawn.com](http://www.ghostatdawn.com)

Email: [blueandred@ghostatdawn.com](mailto:blueandred@ghostatdawn.com)

Twitter: [www.twitter.com/blueandredgames](http://www.twitter.com/blueandredgames)

YouTube: [www.youtube.com/@blueandredgames2366](http://www.youtube.com/@blueandredgames2366)

Steam: [https://store.steampowered.com/app/2153190/Ghost\\_at\\_Dawn/](https://store.steampowered.com/app/2153190/Ghost_at_Dawn/)

Epic: [GHOST at DAWN Coming Soon - Epic Games Store](#)