



# INDIE GAME JOINS IN THE CONVERSATION ABOUT THE FUTURE OF THE PLANET.

**Big Earth** proposes a conversation about the consequences of climate change while celebrating the planet's beauty and offering a unique visual experience to its players.

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**PlayPlay Studios**, an independent electronic games production company, announces the launch of their debut title **Big Earth**, a **platformer game** for **PC** with challenging puzzles and stunning visuals. The game will be available on the **Steam Store** from the 23rd of June onwards. The game proposes a different perspective on the relationship between humans and nature and seeks to impress even the most experienced players.

In the adventure, players will conduct the shrunken **Dr Kyle Seed** – head scientist in Big Earth Labs – through Earth's most important biomes in his quest to recover the resources and equipment that will help him grow back to his regular size and save humankind's future. The game's experience involves solving puzzles, building platforms, collecting seeds and energy capsules, changing the speed of time and contemplating dazzling visuals inspired by our planet's fauna and flora.

Click here to check out more info about the game and its launch trailer:  
[https://store.steampowered.com/app/1612100/Big\\_Earth/](https://store.steampowered.com/app/1612100/Big_Earth/)

## **Big Earth Labs**

In a world where most of the natural resources have been already consumed, the work of **Big Earth Labs** is one of the few remaining alternatives to the global crisis that the environmental collapse represents. After an incident in his laboratory, Dr Kyle gets shrunk by the same technology he uses in his ecological conservation work. Now, apart from saving the planet and humankind's future, he needs to find the resources that will allow him to grow back to his normal size.

## **An indie game with a purpose**

The brothers **Caio** and **Daniel Zilli** developed Big Earth over the course of five years and countless sleepless nights. Big Earth was created independently, seeking to entertain but also to engage in the broader conversation about our planet's future.

– **All the power of Unreal Engine:** Big Earth uses **Unreal Engine 4**, and its modern tools and resources to create an immersive and stunning environment capable of mesmerizing even the most experienced players.

– **Contemplative, but not only:** More than 15.000 original images of plants, insects and animals were shot exclusively for the game. The pictures were taken in several Natural Reserves across the globe and were used to recreate with fidelity biomes like Tropical Rainforest, Jungle, Sand Desert Dunes, Tundra and much more.

– **Original bespoke soundtrack:** Big Earth is a beautiful platformer game wrapped in a meditative soundtrack that sets the perfect mood for the adventure. **Daniel Zilli** is the mind and hands behind the production of the original score.

– **Head Up Display:** Hide the HUD interface to take photographs and collect memories of the journey.

## Sobre a PlayPlay Studios.

### PlayPlay Studios

Caio and Daniel Zilli founded PlayPlay Studios in 2017, and since then, they have been working on their debut title Big Earth. Based in São Paulo, Brazil, the studio's mission is to produce games that have a purpose and are relevant to the players of the future. For more info about the company, please visit our website: [www.playplaystudios.com](http://www.playplaystudios.com) or get in touch via the email [contact@playplaystudios.com](mailto:contact@playplaystudios.com).

2022 PlayPlay Studios LTDA.

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Steam:

[https://store.steampowered.com/app/1612100/Big\\_Earth](https://store.steampowered.com/app/1612100/Big_Earth)

Instagram:

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Youtube:

<https://www.youtube.com/channel/UCTOoREnu-30Anj5FdTSSoeQ>

