



FREEDOM PLANET 2

“The original Freedom Planet was modeled as a tribute to Sega Genesis platform games. We've learned what works and what doesn't, what's fun and what's frustrating, what we should expand on and what we can afford to lose. With all of this in mind, we feel that we are ready to bid farewell to nostalgia and create a sequel that will define Freedom Planet's identity as a franchise.”

~ Sabrina DiDuro, GalaxyTrail

OFFICIAL WEBSITE: freedomplanet2.com

COMPANY WEBSITE: galaxytrail.com

GAME FEATURES

- **Lilac, Carol and Milla** will all return as playable characters with updated designs and new attacks. Additionally, **Neera** joins the playable roster as a fourth.
 - **Lilac (Speed Type)** returns with a **Booster Breaker** ability that allows her to cancel her Dragon Boost into a powerful lingering explosion. She can also hold the Guard button to warp forward in a **Blink Dash**.
 - **Carol (Brawler Type)** is no longer reliant on jump pads to warp across the stage, as she can throw her new **Jump Disc** and use it as a weaponized targeting reticule to barrel forward in one of seven directions, eviscerating her opponents in the process.

- **Milla (Explorer Type)** has grown into a competent ranged attacker since her first adventure, and she can now summon her **Phantom Cubes** instantly by pressing the Guard button. Her shield ability now fires **Cube Blaster** projectiles, allowing her to keep a safe distance, and using the blaster with a cube summoned will increase its power.
- **Neera (Power Type)** is a powerful user of ice weaponry. Her **Cryo Staff** can deliver one of three attacks depending on the direction held, and this extends to her special abilities as well, allowing her to freeze minor foes with her **Ice Lasso**, pummel airborne foes with her **Tundra Ray**, or lay down **Spike Traps**. Her Guard also summons a protective **Aura** that stops her from recoiling and increases her attack speed.
- **Our biggest Adventure mode yet.** Traverse the world of Avalice in stunning new detail in an Adventure Mode that's twice as long as the original Freedom Planet. The new world map contains various regions that are unlocked as you clear stages and progress the storyline, and there are special **hubs** you can explore at your leisure, interacting with colorful NPC characters and shopping for new items.
- **A guard/parry system.** There is a dedicated "Guard" button that, when pressed, creates a split second shield that makes attacks pass through your character. This removes the dependency on special attacks to avoid damage and will let us get a bit crazier with our boss fights.
- **Revivals.** When you're defeated, you can choose to spend an extra life on the spot in order to get back up with a sliver of health and temporary invincibility. If you're not careful, another hit or two will make you die again and you'll have effectively lost two lives, but during close boss battles it can be all you need to deliver a final blow without having to restart the fight. Outside of bosses, it also prevents a hefty loss of time by having to go back to a previous checkpoint. In light of this, Game Overs will now trigger a full stage restart.
- **Customize your experience with items.** You can find and equip **special items** that provide enhancements to your abilities or alter the stage in beneficial ways, such as replacing all crystals with life petals or making your attacks inflict a health drain effect on opponents. If you need more of a challenge, you can find and equip **Brave Stones** that will make the game harder in certain ways, and you will be rewarded additional bonus crystals for using them; These challenges include disabling Guards and Revivals, adding a time limit to the stage, replacing all item boxes with bombs, and more.

THE STORY

Instead of focusing on an interstellar conflict, Freedom Planet 2's tale is more personal and localized to the planet Avalice.

Merga, a water dragon from one of Avalice's oldest and deadliest wars, has been freed from her crystal prison as a consequence of the Kingdom Stone's destruction. For the next two years, she plots in secret, waiting for the perfect moment to reveal a dark and terrible truth about Avalice's leaders. War is imminent once again, but this time, heroes are on both sides. Friendships will be tested. Will the Chaser girls stand united when Bakunawa rises?

RELEASE DATE

We estimate that the game will be in beta sometime around Spring 2022, with a full release sometime after. We can't provide any additional information at this point.

OUR COMPANY

GalaxyTrail was established in July 2014 by indie developer Sabrina DiDuro, alongside the release of our first commercial game Freedom Planet. Its main office is located in Central New York. DiDuro's team consists of over 20 employees across North America, Australia, Europe and Asia, primarily in the United States. The team communicates and shares resources online and we regularly make appearances at gaming conventions in the U.S. including PAX East, PAX South and RTX.

Executive Producer: Sabrina DiDuro

Associate Producer: Dawn M. Bennett

Programming:

Christian Whitehead	Arrietty DeChabert
Dmitrii Altukhov	Matt Fauvel
Noah Joseph Hall	Alexander Zung
Sabrina DiDuro	Will Bowerman

Music: Leilani Wilson Sabrina DiDuro

	Jason Lord	Mixing by Falk Au Yeong
Audio Design:	Extra Terrible Studios	Fat Bard
Voice Recording:	OkraTron 5000	Sound Cadence
Voice Director:	Alejandro Saab	
Voice Engineering:	Donald Shults	Stephen Hoff
	Emily Fajardo	
Character Design:	Sabrina DiDuro	Rafael Ventura
	Shandon Hill	Tyson Tan
	Ziyo Ling	
Enemy and Boss Design:	Shandon Hill	Sabrina DiDuro
	Tyson Tan	
Artwork:	Daniel Taylor	James "Chengi" Zieser
	Jeremy Lowther	Lewis "Lapper"
	Matt Fauvel	Matthew Weekes
	Nicole Frische	Rafael Ventura
	Shandon Hill	Sabrina DiDuro
	Tim Ashley Jenkins	Tim Jonsson
	Tyson Tan	
Writing:	Alejandro Saab	Andrew Chen
	Dawn M. Bennett	Edwyn Tiong
	Sabrina DiDuro	

OUR VOICE ACTING TEAM

We are pleased to announce that many of our voice actors from the first game will be reprising their roles. This includes Dawn M. Bennett (Lilac), Andi Lott (Carol), Aimee Smith (Milla), Ashlyn Selich (Neera), Sean Chiplock (Spade), Jason Lord (Gong), Victoria Vitti (Syntax/Pangu), Edwyn Tiong (The Magister), and Alejandro Saab (Mayor Zao). Additionally, we would like to extend a warm welcome to all of our newcomers! Christopher Sabat (Askal), Josh Grelle (Captain Kalaw), Lindsay Jones (Cory), Morgan Berry (Merga), Sarah Anne Williams (Aaa), Chris Guerrero (The Battlesphere Announcer), and Marissa Lenti (Maria Notte) are ready to join the adventure!

PRESS CONTACT

Name: Sabrina DiDuro

Mobile: 315 317 1171

Email: stife@galaxytrail.com