



# CYGNI

ALL GUNS BLAZING

## FAQ

### 1- What is CYGNI?

CYGNI is a twin-stick vertical scrolling Shooter hybrid with a cinematic flare. Embracing the essence of classical arcade Shoot'em ups, CYGNI introduces exceptional visuals to the genre.

### 2- What does CYGNI mean?

"CYGNI is a genitive form of Cygnus used when naming stars. Cygnus is a northern constellation lying on the plane of the Milky Way." In the game, CYGNI is a planet colonised by humans who are benefiting from an ancient technology left over in ruins by an unknown alien civilisation. Scavenging it for tech and power.

### 3- When will it be released?

CYGNI is currently in development and is planned to be released later in 2023.

### 4- What platforms will CYGNI be on?

CYGNI will launch on PC, PS5, Xbox Series X/S in 2023. We will consider other platforms in the future.

### 5- What engine is CYGNI being developed in?

CYGNI is being developed in Unreal Engine 4.

### 6- Who is making CYGNI?

KeelWorks LTD is a Scotland based company founded by brothers Nareg & Meher Kalenderian, and Helen Saouma. The initial demo which was announced in 2020 was entirely developed by Nareg and Helen in their spare time (from its Art to its Dev). However, as a result of the publishing deal with KONAMI, the team have expanded (to initially 6 and later to 11) to focus on developing the game full time.

### 7- Who is composing the Music?

The music is also being done in-house by an award-winning composer and orchestrator Vatche Kalforian (AKA Kalenderian).

### 8- I have a suggestion for CYGNI, how do I tell you?

Drop us an email ([contact@CYGNIgame.com](mailto:contact@CYGNIgame.com)) or join us on Discord and have a chat directly with the team.

### 9- I love the potential of CYGNI, how can I support it?

You can support by adding CYGNI to your wishlist on Steam. You can also join the community on our Discord channel and support us by engaging on social media.