RavenFist Studios releases first game

Springfield, Mo. – RavenFist Studios combines the storytelling, design and programing expertise of three southwest Missouri residents into their first game, *Unicorn Tails*, which is already available on PC through Steam.

Unicorn Tails, which is also available at Unicortailsthegame.com, is a game filled with wonder, whimsy and mystery where players create a unicorn, interact with other unicorns and creatures, solve puzzles, explore deep lore and live in a fantasy world. *Unicorn Tails* changes based on the game's progress with new quests and story events being added to keep the game fresh.

The developers at Ravenfist, who are each also parents, have pooled their collective resources and talents to launch a gaming studio designed to create independent video games.

"Being parents and gamers ourselves, we wanted *Unicorn Tails* to be something that appeals to kids and families," said RavenFist partner Christopher Johnson. "These types of games are not often considered by independent developers, so we are excited to fill that gap."

During the Early Access period the trio is interested in user feedback, such as the story elements players want to see expanded, what gameplay elements resonate with players and what elements of the core game could be expanded to help kids and adults alike enjoy the game.

In addition to this first game, RavenFist Studios have created several more game prototypes they hope to offer soon. For more information or to contact the developers, visit RavenFist.com.