

## **‘Phone Escape: Hopeless’ brings a unique escape room experience in your pocket**

“Explore “Aha Moment” puzzles within an atmospheric 3D environment that will challenge your senses and quicken your heartbeat.”

**You awaken in a dimly lit space, the sole source of illumination being an unfamiliar phone clutched in your hand. The stillness is shattered by the sound of a message from an unknown sender, seemingly responsible for your confinement:**

- *Finally awake.*
- *Where am I? Who are you?*
- *I speak. You obey. Light up the box!*

**Your only hope to escape is to follow this individual’s directives, tasked with solving a variety of challenging puzzles using all the available tools from the operating system of the mobile device along with the clues of the 3D environment to uncover the truth.**

**Athens/Greece – April 24, 2024** – ‘ENIGMATICON’, an independent Hellenic game development studio, announced today the global launch of their first game of the ‘Phone Escape’ series, with the subtitle ‘Hopeless’, on the online stores of Apple (iPhone, iPod, iPad) and Google (Android devices).

‘Phone Escape’ is an immersive story-driven escape room game where the player explores and interacts with the 3D environment using all the available apps and tools of the provided enigmatic phone’s Operating System to unravel the mystery.

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*Imagine an unparalleled experience, teeming with enigmatic puzzles that are completely unlike anything you’ve ever encountered before. Picture this experience unfolding in an immersive atmosphere that will truly captivate your senses. Now, envision this extraordinary experience harnessing the characteristics of a mobile phone – camera, flashlight, apps – to illuminate its core concept, elevating it to previously unexplored heights.*

*But you don’t have to merely dream about it because it just arrived!*

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**What makes Phone Escape Unique:**

Players use their phones as if they were inside a real escape room: they can watch around the 3D environment with the in-game camera app of the custom operating system by dragging their finger and move to predetermined spots to interact with mechanical or cerebral puzzles. They also use the interface of the custom phone to get clues or solve puzzles, which include life-like apps as camera, flashlight, messages, calls, calendar, maps, notes, media.

### **Features:**

- The custom phone OS filled with handy apps, called PhonOS, which is “the heart” of the gameplay, aims at offering an experience similar to real life.
- “Aha Moment” puzzles that will challenge your senses and quicken your heartbeat.
- Realistic visuals, optimized to perform on any device with the option to use default or high-quality graphics.
- A hint system with several levels of assistance is available to help players who encounter difficulty solving certain puzzles.
- Natural single hand touch controls make it easy to interact with the game.
- A compelling narrative embellishes the unique gameplay that elevates the overall experience, resembling a lifelike story reminiscent of living inside a thrilling movie.
- Surround sound and custom music. Play the game inside a dark room using headphones to maximize the thrill.

### **Audience:**

The game targets individuals who appreciate thriller movie settings, enjoy escape rooms, and relish solving puzzles. The initial installment in the series is tailored for players aged 12 and above due to its intense environment and sounds. While it doesn't classify as a horror game, it does feature moments that induce an adrenaline rush.

"Phone Escape: Hopeless" is priced at \$1.99 on both the App Store and Google Play, with a lite version available for players who want to try it before buying.

### **Download:**

- [Click here for the iOS \[iPhone - iPad\] Premium or LITE version](#)
- [Click here for the Android Premium or LITE version](#)

## Useful links:

Game Presentation: <https://enigmaticon.com/phone-escape-hopeless/>

Official Trailer: <https://www.youtube.com/watch?v=bH4DGNv5yxl>

Story Telling Trailer: <https://www.youtube.com/watch?v=fHGqaWMXQ5I>

Soundtrack: <https://soundcloud.com/stam-sarris-enigmaticon/sets/phone-escape-hopeless>

Developer's Website: <https://enigmaticon.com/>

## Social Media:

- Facebook: <https://www.facebook.com/EnigmaticonCom>

- Instagram: <https://www.instagram.com/enigmaticoncom/>

- Tik Tok: <https://www.tiktok.com/@enigmaticoncom>

- YouTube: <https://www.youtube.com/@EnigmaticonCom>

- X: <https://twitter.com/EnigmaticonCom>

- LinkedIn: <https://www.linkedin.com/company/enigmaticon-games/>

## About The Developers

'Enigmaticon' is a fresh entrant to the gaming industry, crafted by seasoned game development and puzzle-solving experts. The main puzzle designer behind 'Phone Escape', Dimitris Chassapakis, - co-founder, authored the highly acclaimed 'Journal 29' & 'The Cypher Files' puzzle book series, ensuring the quality of the riddles featured in 'Phone Escape' with a proven global track record of success. Stam Sarris, co-founder and Zach Stefanakis, CTO, have showcased their games under the independent team 'Legal Radiation' on prominent platforms such as the App Store (Line Defense) and Google Play (Kazarma). Their extensive experience includes collaborations with numerous studios and publishers worldwide.