"Bureau of Contacts", first horror-game with neural network trained to kill announced release date

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Kyyiv, Ukraine Mar 7, 2024 (Issuewire.com**)** - The upcoming horror game Bureau of Contacts is the first in this genre, at least, where generative artificial intelligence technologies will be used.

Steam-page - https://store.steampowered.com/app/2840210/Bureau_of_Contacts/

https://www.youtube.com/watch?v=TuK36lJqhpg

Players act in the role of an agent of the Bureau of paranormal phenomena, with which they are tasked to deal with.

The main slogan of the game is "We trained the neural network to kill". It controls the ghost's behavior, which is changing based on the actions and words players said to the ghost. That means you have to watch what you say and that's how the neural network acts in the game as an invisible scriptwriter

Variability of environment and the uniqueness of the room layout are customized. This is done by the generation of "handmade" blocks.

The game cycle is based on the realistically designed stages of investigation and exorcism, where effective teamwork is crucial not only for success, but also for survival, but there is still room for vengeance for the sake of their own vigilance.

Players will be given the opportunity to study the characteristics of various ghosts and other supernatural phenomena in order to effectively confront them. A rich arsenal of magic spells, exorcism rituals and various tools for studying and fighting paranormal forces is available for this purpose.

The game is developed by Ukrainian studio MiroWin ("Guns'n'Stories: Bulletproof VR", "Boiling Steel", etc.) and scheduled for Early access release in June 2024 on Steam.

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Source : MiroWin studio

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