

# The Life of a Magical Circle

**A “Too long; didn’t read” version is available at the bottom.**

I am very happy and excited to announce the upcoming August 1<sup>st</sup>, 2023 release of my debut game project, The Life of a Magical Circle. It’s a game about following your dreams, and the distractions that tempt us away from that.

At its core, The Life of a Magical Circle is a narrated roguelite in which players use their mouse to dodge obstacles and pick up circles. Some of the circles are part of the goal, but others are only there to distract the player and alter the gameplay experience in strange and fun ways. It is up to the player to determine which is which and to try to stay focused. Along the way, a dynamic narrator will reflect on the game’s theme and comment on the player’s actions.

The Life of a Magical Circle was designed in a unique way: nearly every aspect of the game’s design is a symbolic, metaphorical, or abstract representation of a part of the experience the game is intended to convey, and conventions for how games are

normally designed and played were largely ignored during development. The end result is a game that feels both familiar and subversive at the same time.

The wonderful, dynamic soundtrack, produced by Alex Di Francesco, is another notable part of the game. Most of the game's sound effects are essentially musical notes or tracks that compliment the main background musical track. As a result, the player develops the game's music and sound themselves through their actions.

The Life of a Magical Circle is a short and simple but challenging and thought-provoking experience that is intended for mature audiences of all skill levels. Playtime will vary depending on the player's skill level, thoughtfulness, and desire to see all that the game has to offer – ranging anywhere from as little as 30 minutes to as long as a few hours. A large set of narrative lines with multiple endings offers replayability.

The game was originally released on August 1<sup>st</sup>, 2023 at a price point of \$5.99 USD, \$6.99 CAD, €5.89, and £4.99 respectively. It was later re-released for free on February 1<sup>st</sup>, 2024. It is available on PC on the Steam, GOG, and itch.io game stores.

[Click here to go to the game's main page](#)

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### **“Too long; Didn't read”**

- Debut game
- About following your dreams and the things that distract us away from that
- Control a magical circle with your mouse

- Dodge obstacles and pick up circles – some are part of your goal, others are just there for fun to distract you
- Features a beautiful, evolving fractal background
- A dynamic narrator
- A dynamic soundtrack that produces music in tune with the player's actions
- Replayability: Many narrative lines with multiple endings
  
- Unconventional and subversive but simple
- Challenging and thought-provoking
  
- Mature audiences of all skill levels
- Short playtime: From 30 min to 3 hours depending on the player
  
- Originally released August 1<sup>st</sup>, 2023
- Re-released for free on February 1<sup>st</sup>, 2024
- PC only, available on Steam, GOG, and itch.io game stores