



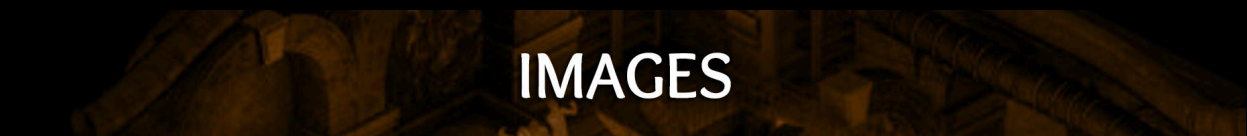
Pera Coda Press-Kit

About Pera Coda

Introducing Pera Coda, upcoming **isometric narrative mystery adventure game** that blends the psychological depth of **Disco Elysium**, the exploration-driven mystery of **Outer Wilds**, and the looping time puzzle mechanics of **12 Minutes**, all set in a hauntingly atmospheric **Istanbul**.

Pera Coda is about a man trapped in a state between life and death. To escape, he must confront the memories, regrets, and relationships that shaped him. The game blends psychological drama, branching dialogue, and point-and-click puzzle solving in a haunting journey of guilt, healing, and self-discovery.

Assets



Game Pillars

-  **An Adventure About a Man Trapped Between Life and Death**

Pera Coda is not just a mystery, it's an existential trial. You play a man trapped in a purgatory-like loop, unable to live or die, forced to confront the memories, regrets, and relationships that shaped him. Each loop reflects Deniz's psychological journey, with progress tied to emotional breakthroughs.

-  **Narrative Depth with Branching Dialogue & Puzzle Integration**

Explore a rich, psychological story through impactful dialogue choices and layered environmental puzzles. Puzzles are not just obstacles—they're emotional triggers that shape Deniz's understanding of himself.

-  **Set in Istanbul, a City of Beauty in Chaos**

Rooted in a surreal reimagining of Istanbul—real locations, rich with local nuance and emotional texture that are rarely seen in games. Istanbul becomes both a stage and a mirror, where East meets West, chaos meets calm, and each district reflects a piece of your fragmented self. This is both a love letter to our city and a deeply human story about guilt, regret, and the search for peace.

-  **A Visually Striking, Surreal Art**

From neon-drenched alleys to hauntingly familiar dreamscapes, *Pera Coda* blends retro-noir aesthetics with slight surrealism. Every environment is crafted to evoke emotion, with an isometric lens designed to highlight environmental clues, symbolic elements, and visual storytelling. It's a city you don't just explore—you interpret.

-  **Accessible, Intuitive Point & Click Mechanics**

Designed with accessibility in mind, *Pera Coda* uses point-and-click, drag-based interactions to immerse players without overwhelming them.

Complex emotional storytelling is delivered through simple, intuitive controls; no combat, no grind, just exploration, dialogue, and choice. This opens the door to a wider audience without sacrificing narrative depth.

Fact Sheet

Category	Information
Title	Pera Coda
Developer	Elyzio, Falan
Publisher	Elyzio
Genre	Narrative Mystery Adventure
Platform	Steam
Release Date	TBA
Price	TBA
Website	peracodagame.com
Social Media	X Instagram Reddit Discord Youtube

Contact

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