

Hello, my name is Joel Hamon, I'm the producer of Ludic Studios. Ludic Studios was created 2015 by me, Artur Fernandes e Lui Gama. Today we are seven.

Wind Runners is rogue like side scroller dogfight game. Choose one of the available ships, each one with unique weapons, evolve its power with equipment and improvements acquired along the game and go fight against "The Torments", giant metal beasts, scattered throughout the planets of Zarah Igna system.

The main inspiration for the characters concept was the Night Witches, a group of female military aviators of the 588th Night Bomber Regiment of the Soviet Air Forces on World War II. The inspirations for the worlds was Dune, Star Wars, Macross, Top Gun.

The game has seven pilots that the player can choose, 12 planets and 13 bosses.

Game Sinopse:

For centuries, the Realm uses fear and its military superiority to keep the Zarah Igna System under control, but a group of rebellious Ishma arises to fight its tyranny. With their superior aerial combat skills, the Wind Runners will bring freedom to all who live under the shadow of oppression!

The game are still in development and have no date for release.