

# DREAMERS OST RELEASED

**Indie game development studio PlaySys presents the OST of DREAMERS, its upcoming game for console and PC.**

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**Milan, Italy - October 26, 2022**

**The official release of DREAMERS videogame is preceded by the publication of the game's OST album on October 26, 2022, on various platforms, including the renowned Spotify and Apple Music.**

DREAMERS Original Soundtrack features nearly two hours of orchestral and ambient music, created by an international team: composed by Svetlana Khanina and Irina Slepchenko from Russia and orchestrated by Markus Elgland from Finland.

With its 31 instrumental tracks, the soundtrack of DREAMERS promises to transport players in a relaxed and exciting atmosphere, to immerse after a tiring day and to travel with the protagonists of the game between different worlds and realities.

Each track has been created to represent best every environment, mood or place in the game: from the cheerful and fun sounds of the tavern (Track 13 - *A Tavern in the Port*) to the darker and stirring themes of the mysterious region (Track 14 - *A Path Beyond*), up to those relaxed and cosy on the island or in the city (Track 04 - *Careless Lifestyle*, Track 02 - *Afternoon in the City*).



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## About DREAMERS video game

DREAMERS is a narrative adventure in 3D graphics with a relaxed and cosy pace. With a visual style made of radiant and cheerful colours, the game follows the story of three protagonists on a journey of personal growth and unexpected encounters. Its realistic and often dark narrative is dealing with such issues as friendship and loneliness, bureaucracy and missed expectations.

DREAMERS will be released for Sony PlayStation 5, Sony PlayStation 4, Microsoft Xbox Series X|S and Steam at the end of 2022.

[www.dreamers-game.com](http://www.dreamers-game.com)



DREAMERS - PlayStation Trailer



*PlaySys is a Milanese software and video game development studio that has been in business for more than fifteen years and is about to release its first video game for consoles (PlayStation and Xbox) and PC; the ambitious Italian project required more than three years of work and was developed thanks to proprietary tools such as the PlaySys Interaction Framework, Real IES and Real HDR.*

*For more information: <https://www.play-sys.com>*

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