



Fact Sheet

- **Developer:** Hive Mind Studios; Based in Carmel, Indiana
 - **Release Date:** June 14th, 2016 (Windows/ Steam)
 - **DLC Content:** Free updates (date TBD): Survive mode, Deathmatch, new levels, new traps, online multiplayer.
 - **Platform Pages:** [Steam](#), [Humble Store](#), [Indie Gala](#)
 - **Website:** Thehivemindstudios.com
 - **Price:** USD 14.99
 - **Availability:** [Steam](#), [Humble Store](#), [Indie Gala](#)
 - **File Size:** 85 MB
 - **Press Contact:** Scott Schmidt - sschmidt@thehivemindstudios.com
 - **Social:** [Facebook](#), [Twitter](#), [Youtube](#)
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Description

Trap House is a 1-8 player top-down competitive push 'em-up where players MUST leave friendships behind in order to ensure their own escape. You play as a Pusher – a fully-customizable, pixelated terrorizer who's been possessed by a soul residing in the Trap House. Each room is filled with fire, blood-covered spikes, pitfalls, killer bees, monsters, iron maidens, and more. The only means of escape is to ensure you do not meet your demise at the hands of your friends. It's push or be pushed, but in the end, the house always wins.

Features

- Play with friends or alone in over 200 levels across six different game modes
 - **Last Man Standing:** 'Help' your friends find their way to the deadly traps
 - **Escape:** Race to the exit. There can be only one
 - **Dodgesaw:** Dodgeball...with a saw
 - **Murderball:** Play a 'friendly' game of soccer for the House's enjoyment
 - **Challenge:** Friends holding you back? Ditch them and try the solo challenges
 - **Gauntlet:** Not for the faint of heart
 - Earn keys to unlock chests containing cosmetics for your Pusher
 - Use the level editor to create your own rooms to add to the house, upload and vote on your favorites
 - Pusher customizer with millions of unique combinations
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History

Hive Mind Studios was created after a team of graduate students joined forces to create a game for a global game jam. They bonded over their project and its potential. In an effort to see this game in the hands of the gaming community, the team incorporated in 2015. The team is composed of Master's Graduates, each bringing their own unique skillset to the team.

Media

- [Videos](#)
 - [Screenshots](#)
 - [Music](#)
 - [Logos/ Icons](#)
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Credits

The core team is listed below. Everyone participated in every facet of the game's development in some shape or form.

- **Nick Bakerjian** - Design/Art
- **James Burns** - Programming
- **Zach Letters** - Programming
- **Jason Rhode** - Programming
- **Rodrigo Santelices** - Design/Art
- **Scott Schmidt** - Design/ Marketing
- **Dylan Smith** - Design/ Writing