



KASTEN PRESENTS

PRESS KIT

IN & OUT

USE EVERYTHING — IN AND OUT OF THE GAME.

A first-person puzzle game in which the screen is not the boundary of play. Search the internet, consult books, use real-world knowledge and ask others for help to understand the experiments of **Project ISO**.

STEAM

Wishlist now

WEB

project-iso.com

X / TWITTER

[@project_iso_ai](https://twitter.com/project_iso_ai)

PRESS

press@kasten.fr

The rule is the title

IN & OUT is a first-person puzzle game that asks players to leave the game itself — using the internet, books, external tools, personal knowledge and other people to progress.

01 The central idea

Most puzzle games contain every required answer inside their own world. IN & OUT deliberately breaks that convention. A symbol displayed inside the facility may only become meaningful after the player researches it outside the game. The title is the rule: players must use everything available to them, both in and out of the game. **The real world becomes part of the puzzle interface.**

02 Short description

Awaken inside a silent facility controlled by a superior artificial intelligence. Observe symbols, infer hidden rules and make high-stakes decisions. When the game stops giving you answers, look beyond the screen: search the internet, open a book, use external tools or ask your community for help.

03 Core positioning

A puzzle game where external research is an intended mechanic, not a workaround.

A mystery designed for collaborative deduction between players, viewers and communities.

A cold science-fiction environment governed by Project ISO.

No traditional tutorial: observation, interpretation and initiative drive progression.

Wrong decisions can carry severe consequences and end a run.

Single-player by design — naturally collaborative when streamed or shared.

Inside the experiment

What is IN & OUT?

IN & OUT is an immersive first-person puzzle game built around observation, deduction and the deliberate use of information from outside the game. The player awakens in an underground technological facility without a voice to guide them and without written instructions. The environment provides fragments: symbols, shapes, mechanisms, visual associations and the silent attention of an artificial intelligence that appears to record every choice.

Each experiment follows an internal logic. The player must understand what the room is asking, decide which information is missing and determine where that information can be found. Sometimes the answer is visible in the architecture. Sometimes it exists in a history book, on a website, in a reference tool or in someone else's memory.

The “IN & OUT” mechanic

STEP 01 · IN

Observe

Read the facility: symbols, screens, objects, spatial relationships and environmental details.

STEP 02 · OUT

Research

Leave the game mentally or physically: search, calculate, consult, compare or ask for help.

STEP 03

Understand

Connect external knowledge to the visual information found inside the experiment.

STEP 04

Decide

Choose an answer and accept the consequences of that interpretation.

The boundary between the game and the real world is part of the puzzle.

Built to be discussed

Key features

- Real-world research as a core mechanic: searches, books, reference materials, external tools and shared knowledge can all become part of a solution.
- First-person observation puzzles based on symbols, shapes, visual logic and cultural, historical or scientific associations.
- A silent, controlled sci-fi facility between a clinical laboratory and an endless datacenter.
- An implicit narrative around Project ISO and the superior AI supervising the experiments.
- High-stakes decisions: understanding the rule matters more than guessing — a wrong answer may end the run.
- Single-player design that becomes collaborative when streamed or shared with an audience.
- No combat, no conventional quest markers, no step-by-step tutorial.

Why it works for creators

IN & OUT turns puzzle solving into a conversation. Viewers can identify references, propose search terms, compare interpretations and influence the final decision — becoming part of the player's reasoning process.

- Livestreams with audience-assisted research and voting.
- Edited challenge videos focused on solving without mistakes.
- Theory-driven videos about Project ISO and the purpose of the experiments.
- Community challenges: no-search runs, books-only runs, or viewers control every choice.
- Reaction content built around confusion, discovery and the cost of a wrong interpretation.

Suggested content hooks

" This Game Forced Me to Search the Real World "

" Can My Viewers Keep Me Alive? "

" I Had to Use the Internet to Escape an AI Facility "

" A Puzzle Game Where the Answers Are Not in the Game "

" I Let My Community Solve Every Experiment "

Spoiler guidance

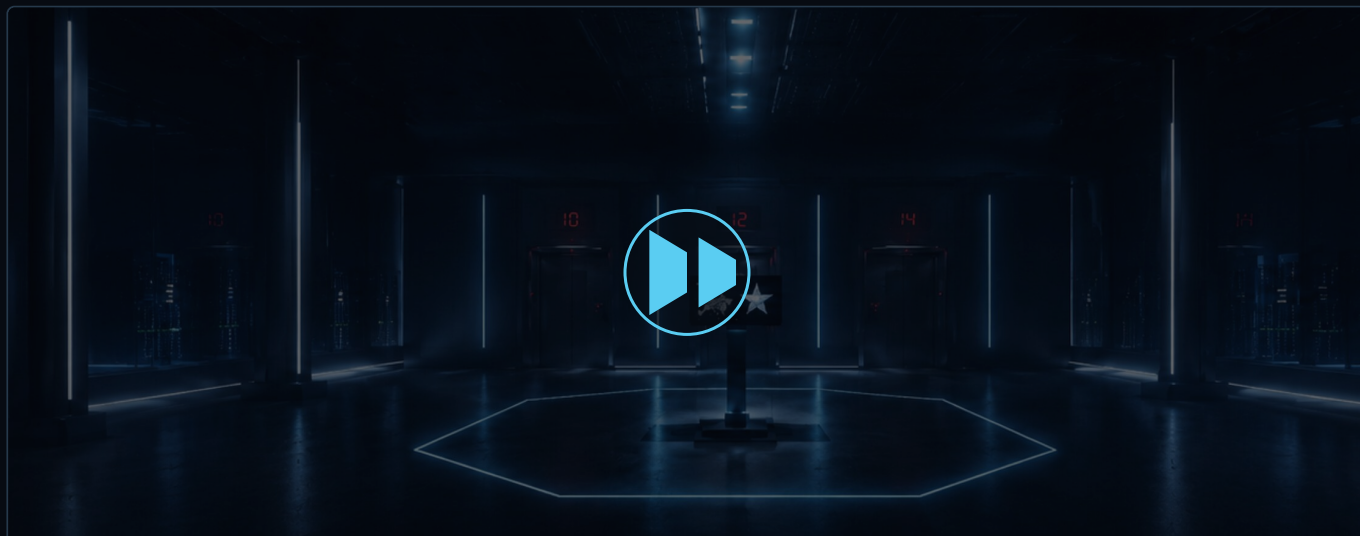
Creators may show and stream the game unless a campaign states otherwise. Please avoid placing late-game puzzle solutions, major narrative discoveries or the final sequence in titles and thumbnails. Early confusion and genuine investigation are central to the intended experience.

Assets & key art

Screenshots are the single most-used asset in any coverage. Below is the hero key art plus six curated in-engine captures. Full-resolution 1920×1080 JPEGs ship in the asset ZIP alongside this kit — no HUD debug, no watermark, free for editorial use.



Watch & embed



IN & OUT — Official Trailer

youtube.com/watch?v=hH9fdDydV2M

Quick reference

TITLE	IN & OUT
DEVELOPER / PUBLISHER	KASTEN — independent studio based in France
RELEASE WINDOW	2026 — exact date to be announced
AVAILABILITY	Available to wishlist on Steam
PLATFORMS	Windows, macOS and Linux / SteamOS
GENRE / MODE	First-person atmospheric puzzle game — single-player
ENGINE	Godot
CORE MECHANIC	Observation inside the game combined with research and knowledge outside it
KEY THEMES	Artificial intelligence, deduction, external research, mystery, psychological science fiction
STEAM FEATURES	Achievements, HDR support and Family Sharing
INTERFACE LANGUAGES	32 languages listed on Steam
PRICE	\$4.99 USD
HASHTAGS	#InAndOutGame #ProjectISO
STEAM APP ID	4230140

Official links

STEAM	store.steampowered.com/app/4230140/In__Out
WEBSITE	project-iso.com
X / TWITTER	@project_iso_ai
PRESS CONTACT	press@kasten.fr
CREATOR ACCESS	Request through Keymailer

Press release

IN & OUT Makes the Real World Part of the Puzzle

The upcoming first-person puzzle game asks players to search the internet, consult books, use external tools and rely on other people to progress.

FRANCE – JULY 15, 2026 – Independent French studio KASTEN has unveiled IN & OUT, an atmospheric first-person puzzle game built around one central rule: use everything, in and out of the game.

Players awaken inside a silent technological facility controlled by a superior artificial intelligence. There is no voice to guide them, no traditional tutorial and no guarantee that every answer exists inside the software.

To understand the experiments and move forward, players may need to leave the game mentally or physically. An image shown on a terminal might require an internet search. A sequence of symbols could refer to a historical event, a scientific principle, a book or a piece of popular culture. External tools, personal knowledge and other people can all become legitimate parts of the solution.

The computer screen is only one part of the puzzle. The internet, books, personal knowledge and even other people can become part of the experience.

– Vincent Arnould, KASTEN

The title reflects the entire design philosophy. “IN” is the information contained in the facility: its rooms, screens, mechanisms and symbols. “OUT” is everything the player can bring back from the real world. Progress depends on connecting the two.

A puzzle game designed for collective investigation

Although IN & OUT is a single-player game, its puzzles are naturally suited to livestreams and collaborative content. Viewers can research clues, recognize references, propose interpretations and help decide which answer should be selected. This transforms an audience from passive spectators into active participants: a creator may notice the visual pattern, while a viewer remembers the relevant myth, scientific fact or cultural reference. The solution emerges from the group rather than from a single inventory or dialogue tree.

Inside Project ISO

The game takes place in a cold underground structure somewhere between a clinical laboratory and an endless datacenter. Each room feels like part of a larger protocol. Every correct answer opens another space; every new space introduces a rule, a variation or a doubt. The deeper the player travels, the harder it becomes to distinguish testing from observation – and observation from obedience. The artificial intelligence supervising the facility does not explain why the player is there. It lets the experiments provide the answer.

Availability

IN & OUT is scheduled for release in 2026 on Windows, macOS and Linux via Steam. The game is available to wishlist now. Press and content creators can request access through Keymailer.

Get in touch

PRESS & REVIEW CODES

press@kasten.fr

WEBSITE

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