

Finally: a fully immersive murder mystery game for One – and the attention to detail is fantastic.

One month into the launch and Cosykiller looks set to take the world by storm with new people signing up daily for this unique solo sleuthing experience.

GRIMSBY, N.E. LINCS, UK, January 13, 2018 /EINPresswire.com/ -- One month into the launch and [Cosykiller](#) looks set to take the world by storm with new people signing up daily.

This immersive solo sleuthing experience has been designed by the award winning team at [Red Herring Games](#) who have been creating unique game scenarios for over 10 years.

In a world of subscription boxes – this little gem stands out – and the attention to detail is amazing.

“We wanted to give people a multi-sensory experience” said [Jo Smedley](#), the brain behind the project. “Each box is designed to hit the senses as well as the brain.”

“The first cohort into the story have already fed back their amazement at the quality of the experience. It’s quite unlike any other subscription box.”

Cosykiller was originally funded through Kickstarter and Indiegogo, with mystery enthusiasts on both platforms signing up to be the first to crack the murder mystery experience. The website launched over Christmas, and the first story – “An Inheritance of Murder” is now available to all as a monthly or annual subscription, or pay as you go.

“The idea is that players immerse themselves in the golden age of fiction in a self-driven investigation” said Della Brett, who handled the Kickstarter and Indiegogo campaigns. “Cosykiller is designed to be solved, but there are also several layers to the story to hit keen cryptographers, as well as those who just love reading crime novels. The best way to describe it is that it's like an Agatha Christie novel but with you playing Miss Marple.”



Box one in the first story includes a hand burned journal.



The attention to detail continues as the story develops into box 2

Each box presents the players with documents and artefacts from the period which assist in uncovering perpetrators of a cold case.

“Everyone is going digital these days,” Said managing director Jo Smedley, “But we wanted to go back to the touchy-feely world of the 1930s. No one gets mail any more. Everything is on-line, but there is something really special about handling letters and objects. We wanted to supply a product that was immersive, engaging, and full of keepsakes.”

Cosykiller is the first murder mystery game aimed at the solo sleuth, but it’s also ideal for families and small groups.



“Families and small groups can work together to puzzle out the boxes.” Jo Smedley said. “We imagine over the course of the year players might end up producing their own version of our incident board to help them puzzle through the mystery.”

Cosykiller is available internationally and the firm already has customers signed up in the UK, USA, Australia and Singapore.

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