

Interview with the founder of Miratia -With Adam Korbuly-

- First of all, can you explain in a few words what Miratia is?

Adam Korbuly: Naturally. Miratia is the latest App which helps people to discover the best parts of the most popular cities. It is about sightseeing but it combines the world of the escape games, geocaching and treasure hunts. It means that you play during your journey and you also must complete different tasks making the whole experience interactive and personal.

- How can we play, I mean do you hide boxes or tokens or whatever all over town we have to find?

Adam Korbuly: Oh, no, not at all. Your smart device is what contains everything. And by everything I mean the story, the route to follow, the challenges you shall take and also fascinating illustrations and design made by our pros. Together with a digital backpack as an ally it gives you an experience to be remembered for a long time. Another feature is the photo function which enables you to share your success with your friends on social media.

- How long does one game take?

Adam Korbuly: That really depends on the players themselves but we tried to stay between 90 minutes and 2 hours since this is the average time a sightseeing tour would take.

There are around 10 scenes in one game and these come up on your screen one after the other as you proceed with the journey.

- How is that?

Adam Korbuly: When you reach a certain area you turn on your screen and the GPS in your device will trigger the next scene.

The good news is you won't need internet connection during playing, because after downloading a game it is all working offline still in the highest possible quality.

- Okay, now how do you start?

Adam Korbuly: It's pretty easy to be honest. You simply download the App and register with an e-mail or your Facebook account. This is all free. Then you will see the list of games in your area, the nearest will be listed as the first. You pick the one you wish - you can read a short summary first and then a longer detail of the game - then purchase and download it and listen to the first instructions telling you the basic story and the starting point of the game. When you find it, everything goes as I said earlier. That's it.



- You said “pick the game you wish”. What does that mean?

Adam Korbuly: Different games were created in different genres because we wanted to let people of all ages play our games. There are relaxing games, romantic games, historical games, fantasy games, adventure games etc. And with a small explanation in the game list you can choose the one suits you best. We recommend one game on one smart device for up to three people. Up to five if they use an iPad or tablet.

- You mentioned that all Miratia games will be available for free until they reach 200 games played in all cities so early birds can try it gratis. What kind of games can we choose and how much do they cost when they are not free?

Adam Korbuly: As of today there are five games to choose from. One takes you and your loved one on a romantic quest of saving romance for London, there is one where you complete a spy academy - you know the new bond movie is coming out soon, the third one is about the world of magic - again for obvious reasons for harry potter lovers, then there is one called Pubbin' about which guides you in the Soho and the fifth one is about a terrible murder in which you must find out who the culprit was, where it happened, how, and why.

As for the price there is a little twist here for we created a currency as well for Miratia called Florins and you can buy Florins for your money inside the application or from our distribution partners personally. For 20 pounds you get 300 florins and one game costs 250. The remaining Florins can be collected or used for cheating during a game in case you feel lost.

In other currencies the exchange rates apply.

- You mean not in English?

Adam Korbuly: Exactly! The games are available in English, German, French, Italian, and in Russian as well with voiceovers of native actors in English, German, French and Italian.

- Do you have games in other cities?

Adam Korbuly: Yes, so far we managed to create five-five games in Budapest where our office is and in Paris, Rome and Venice. But we won't stop there, soon the games will be available in many more European capitals and we are planning to expand to the U.S. and Asia in the future.



- Sounds like it should from a start-up...

Adam Korbuly: Yes, the dream is to get famous worldwide. And it simply can be achieved because we are not the only ones who can make a game. The Miratia application is free for everyone and allows you to create your own game for your family or friends or your loved one.

Also we create games for cities or museums and any kind of institutes on demand.

- You mean there is a game inside a museum? What about the GPS in there?

Adam Korbuly: Yep, either inside or inside and outside, it is really for the museum to decide. Inside the building we use QR-codes since within the App and the games there is a QR-code reader so indoor games are working just as smoothly as outdoor ones.

- I am now intrigued to know how all this started.

Adam Korbuly: Well, Miratia was inspired by the adventure movies we liked such as the Indiana Jones sequel and the Da Vinci Code and National Treasure. We wanted people to become the main characters of a game and discover their current location in a way that is a lot more fun than an average sightseeing journey.

With this application the city itself entertains you and this way your staying will not only be pleasantly enjoyable but significantly more memorable as well.

Press contact:

If you have further questions, please feel free to contact me!

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Miratia Premium City Puzzles

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